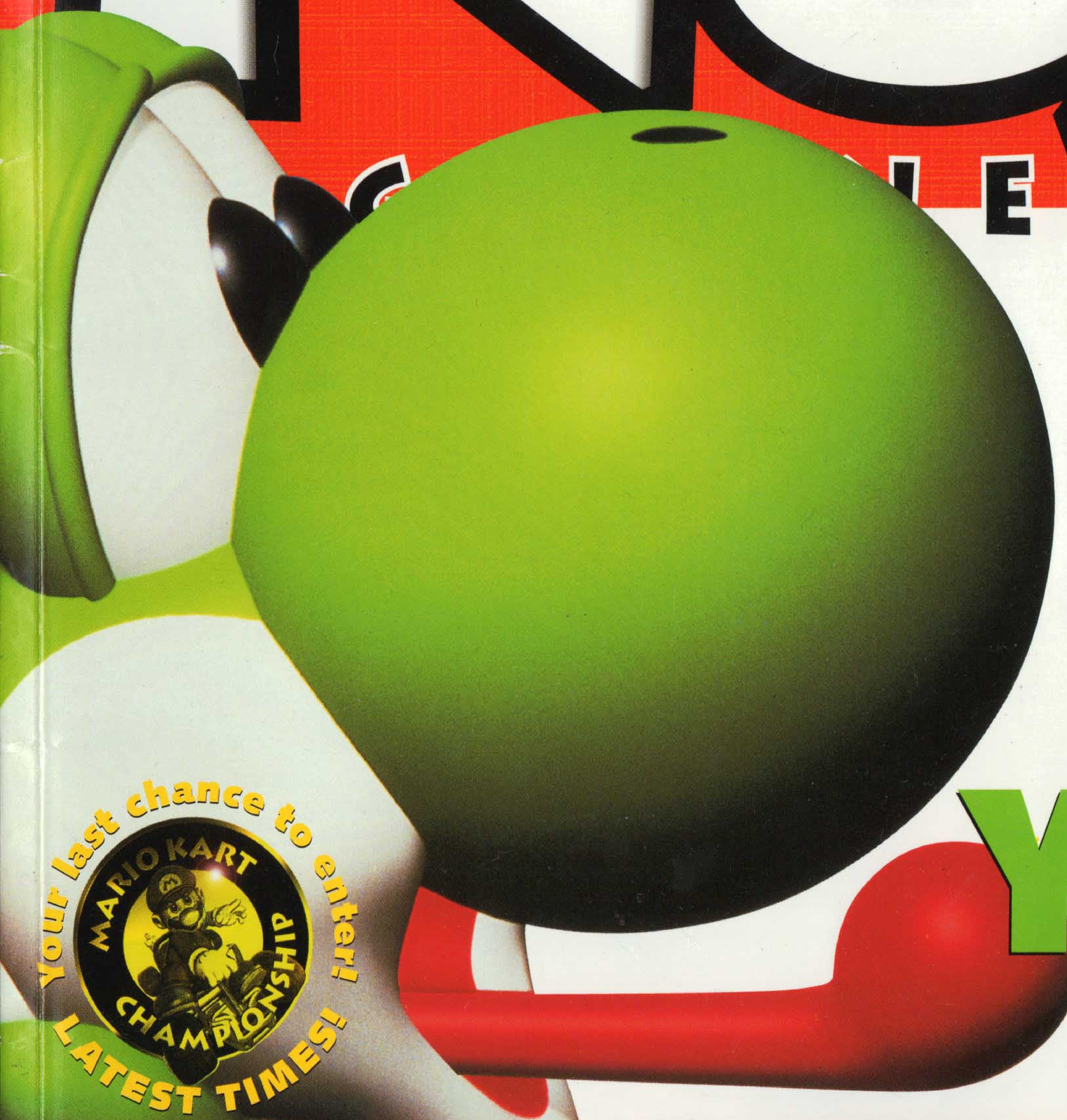
N64 MAGAZINE
FOR NINTENDO 64 FANS
Future Publishing
OCTOBER 1997
£2.95

It's Rare's autumn shocker!
DIDDY KONG RACING
see page 10

# N64 MAGAZINE



HUGE U.K. REVIEW!

## DOOM 64

- The hard bits made easy!
- Secret levels revealed!
- How to kill everything!
- Massive 8-page review!

## Yoinks! It's YOSHI

Yoshi's Story in all its glory!

Your last chance to enter!
MARIO KART CHAMPIONSHIP
LATEST TIMES!

**PLUS!**
JAPANESE AND U.S. NEWS AND REVIEWS!

GANBARE GOEMON

TETRISPHERE

**AH, MR BOND...**
Rare's incredible GoldenEye appears in Japan and the US! Complete review!

ISSUE 007

MRC
MULTI-RACING CHAMPIONSHIP
Eight high performance, fully customisable vehicles
True 64 bit visual detail
On and off road terrain
Alternative routes on every course
INTERNAL COMBUSTION E

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TIME 47
POSITION 06
LAP TIME
TOTAL TIME
RECORD 00:03:12
135km
TIME 54
POSITION 04
183km
TIME 47
POSITION 01
195km
INE
ocean
imagineer
NINTENDO64

N64 FOR NINTENDO 64 FANS
Issue 7, October 1997

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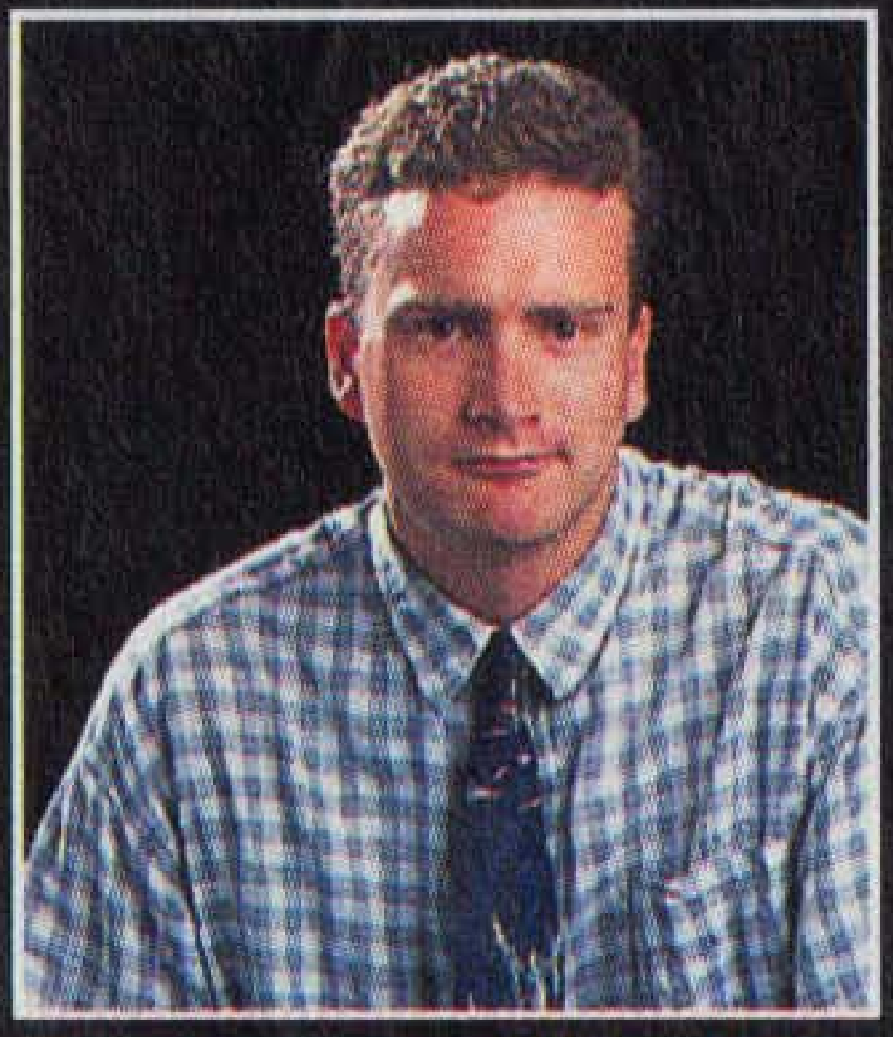


## WELCOME TO N64

That's better. I always felt a bit 'exposed' on page 3, and that enormous *Multi Racing* advert has given me the perfect excuse to repair to somewhere a little more discreet.

We've been looking forward to putting Yoshi on our cover for ages, and this month seemed like the perfect excuse, with loads of new pictures emerging from Japan giving more of an insight into how exactly *Yoshi's Story* will work. But a 2D N64 game? Will the public swallow it? *Go Go!! Troublemakers* has been getting a severe cold-shouldering in Japan, so Nintendo's marketing men are really going to have to put their thinking caps on.

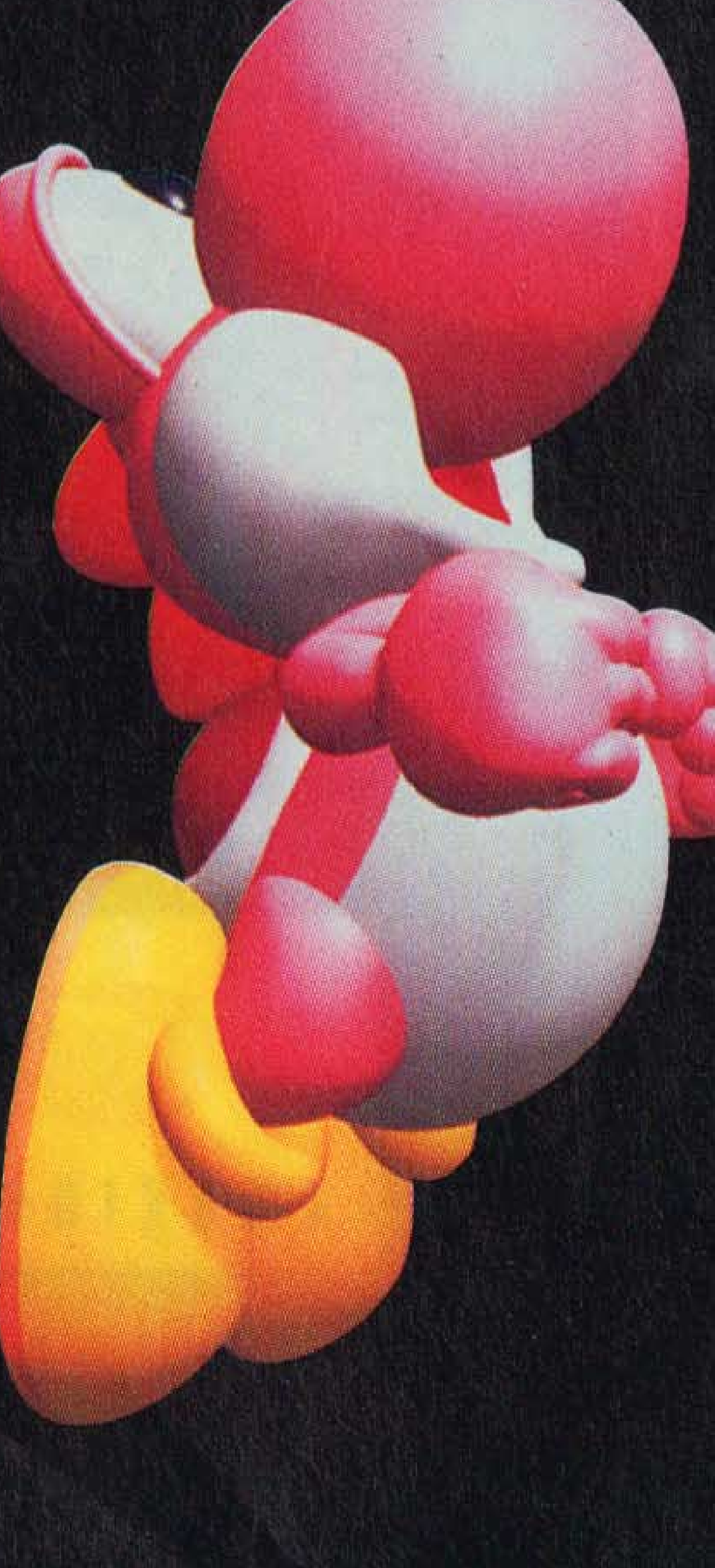
Great news about *Diddy Kong Racing*, though, eh? James has played it against Rare's programmers and says it's absolutely brilliant, with tonnes more to do than *Mario Kart* and the most detailed graphics he's yet seen on the N64. He actually smiled at one point as he was explaining it.

Diligent readers will spot a new name cropping up in **N64** Magazine from now on. It belongs to Jes (pronounced 'Jez' – we're not quite sure why he spells it like that) Bickham, who approached us in Pizza Hut, where he works, to brag about his Mario Raceway time. 1'06"11 might not look much these days, but it's hours faster than any of us can manage, so we decided to 'recruit' him. Already he's ferreted out some invaluable new *Mario Kart* short-cuts (see page 68), and he's now beavering away on a 'How To…' guide that next month will explain all the really tricky parts of *Blast Corps*.

Someone called Shirley left a message on my answering machine yesterday inviting me to a meal at the weekend. I've no idea who Shirley is, but I think I might go anyway.

Until then, have a good read.

**Jonathan Davies**
**Editor**



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You wouldn't believe how many short cuts there are in this game.

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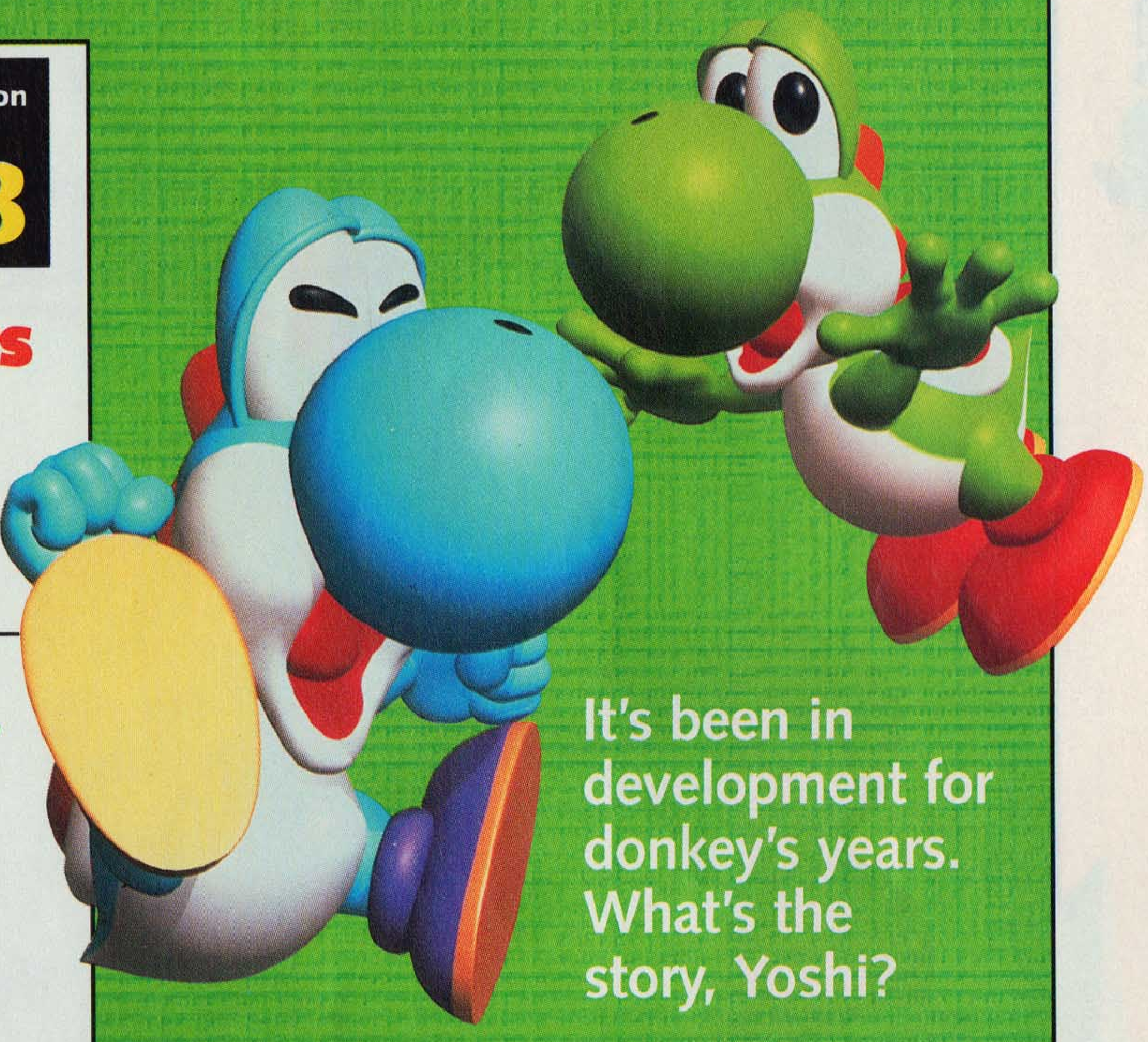
**...successfully visit a japanese newsagent**

You've made it over to Japan, found WH Smith's but don't know which of the many games mags you should buy. Advice here.



It's been in development for donkey's years. What's the story, Yoshi?

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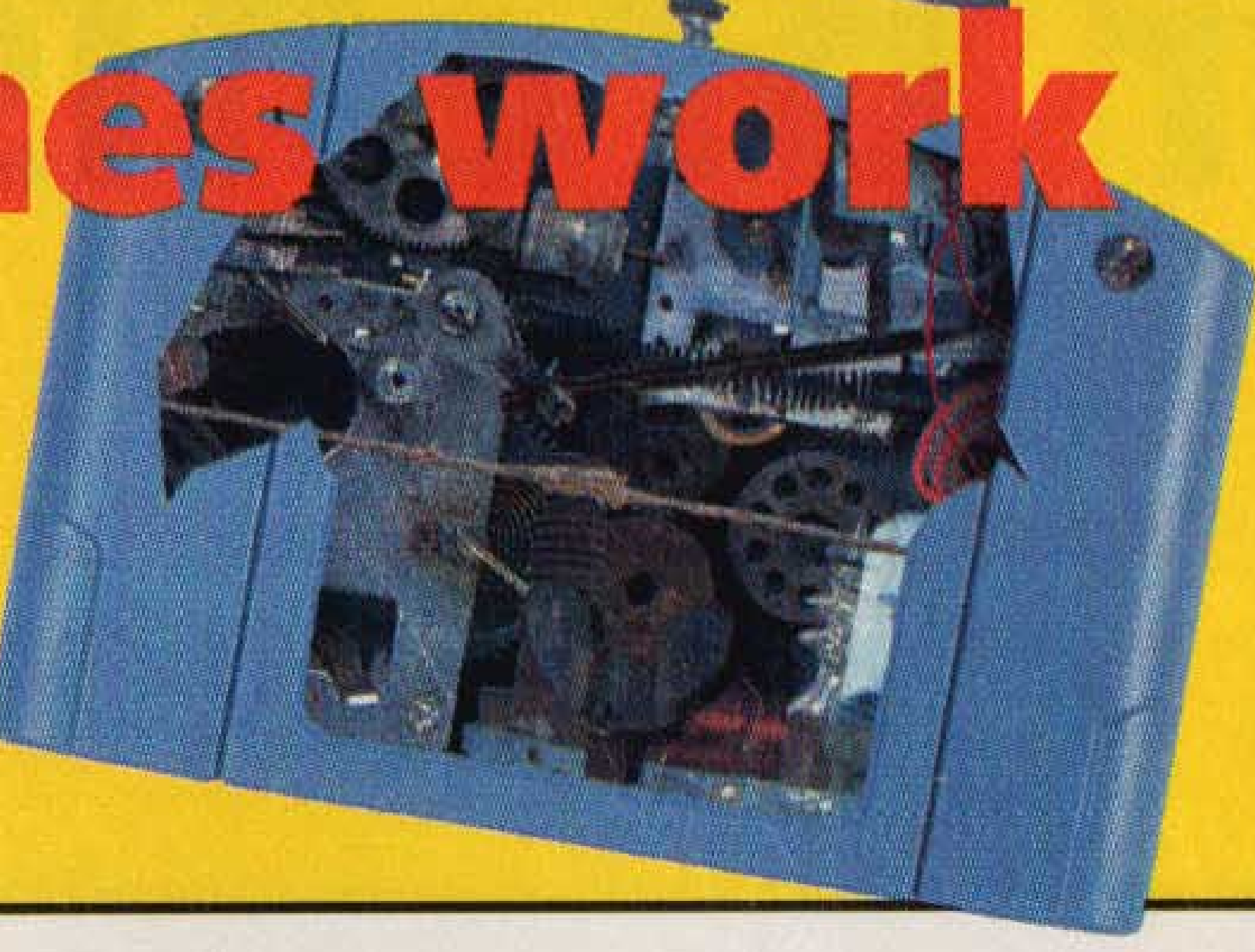
Have you ever thought? We hadn't until now and, as we found out, it's a funny old business.



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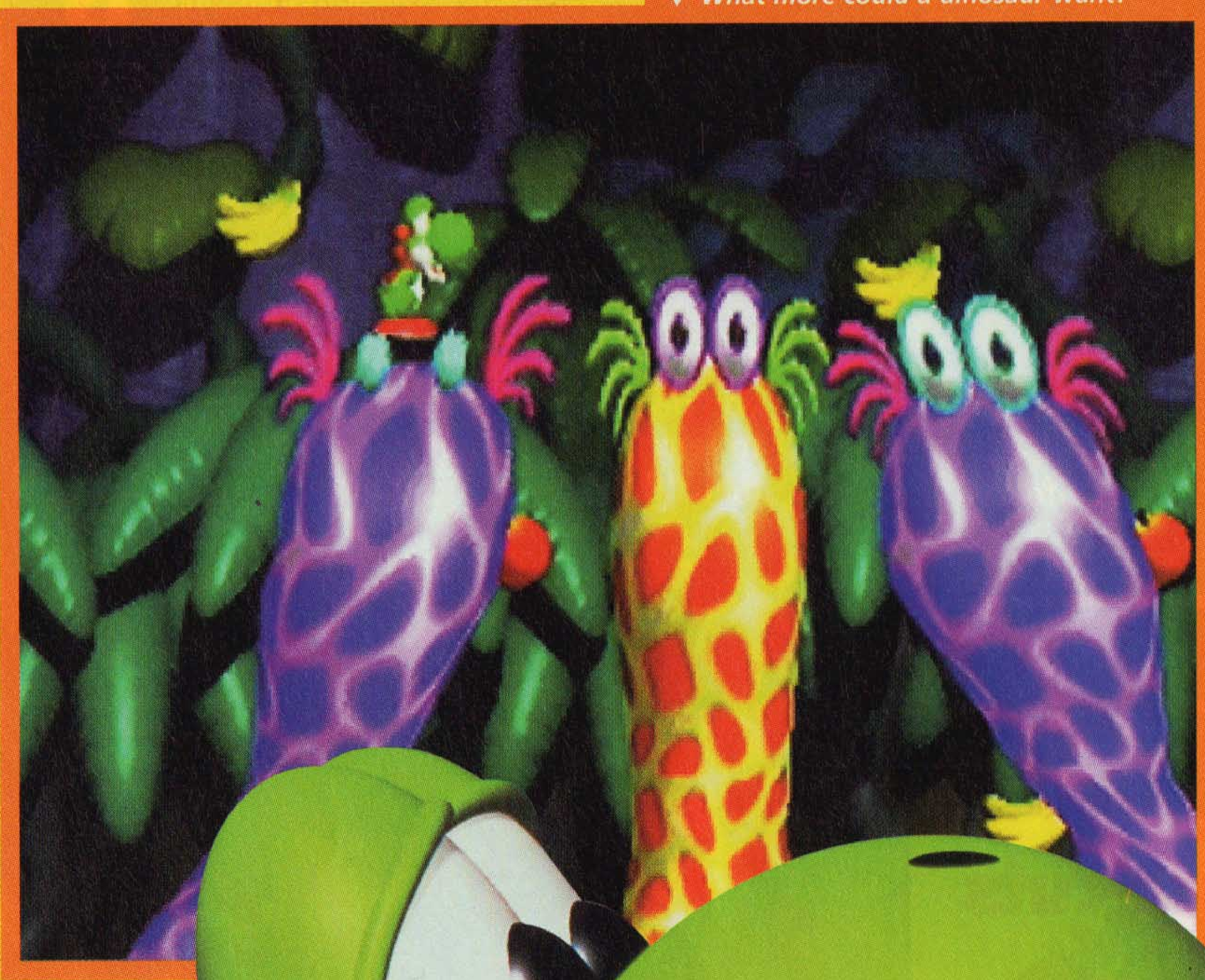
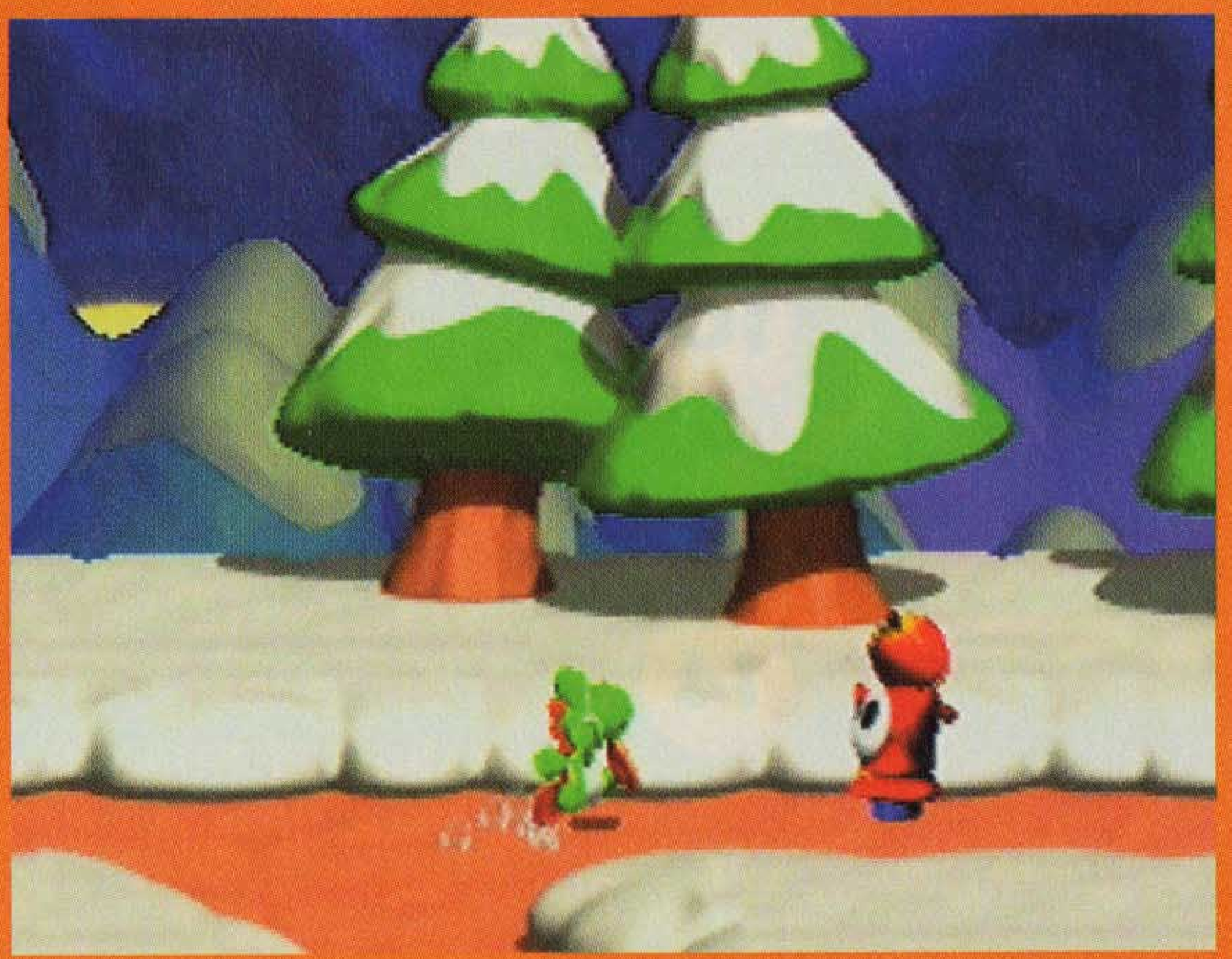
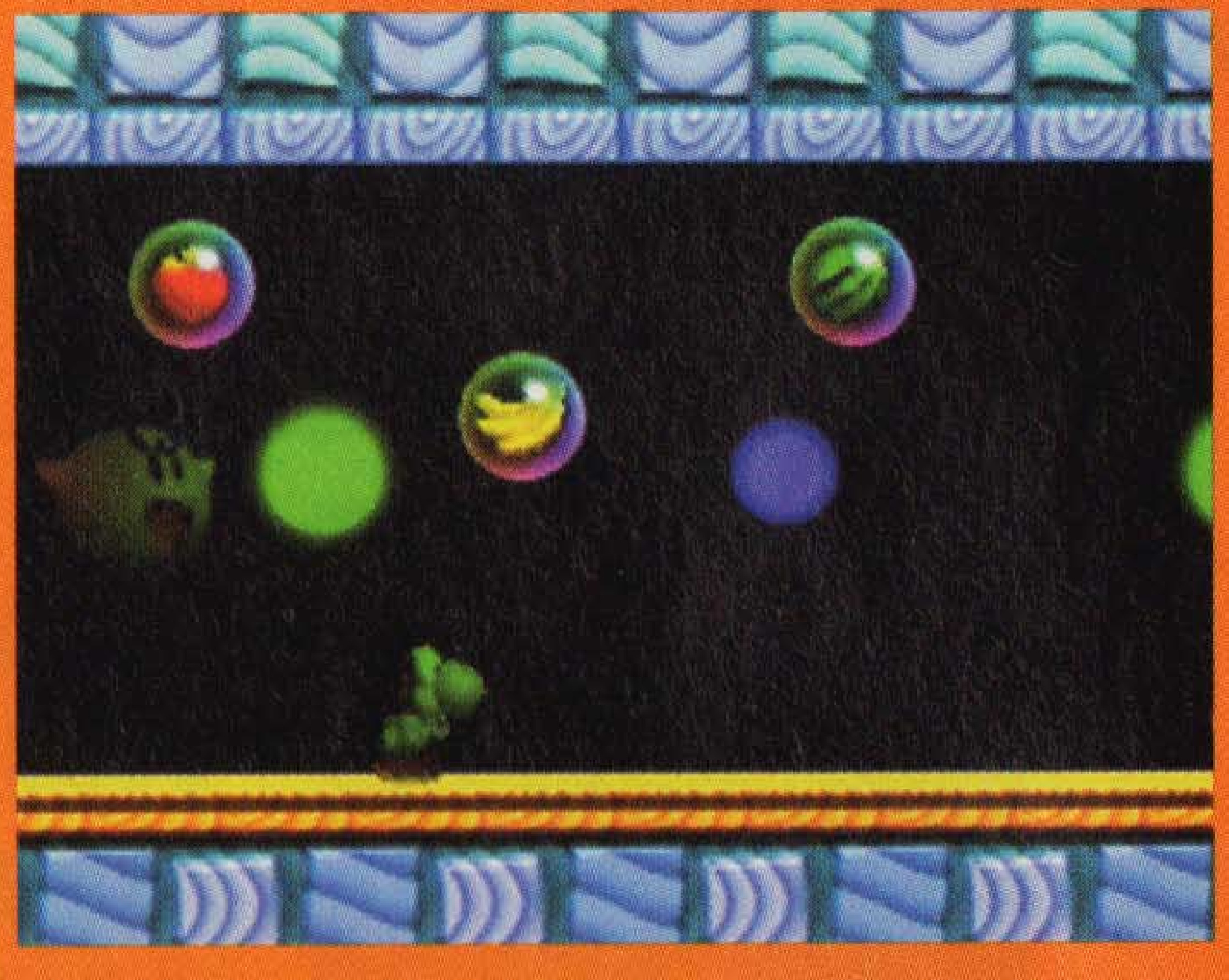


▽ Bananas to collect... Monsters to vault... What more could a dinosaur want?

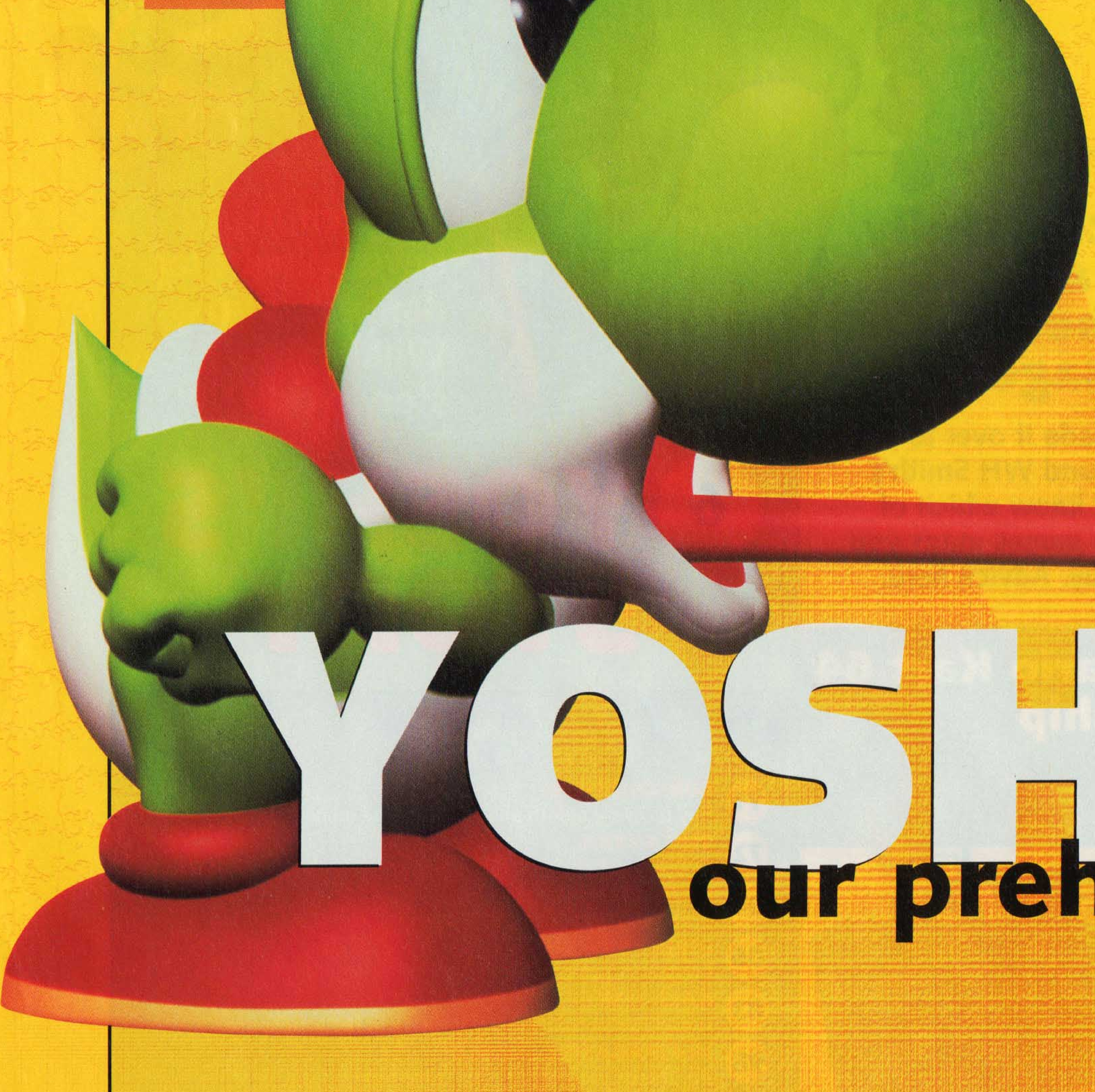


△ That snow looks good enough to eat, eh? But who's that red chap?

2D platform gaming has never looked this good before. Not ever. ▷

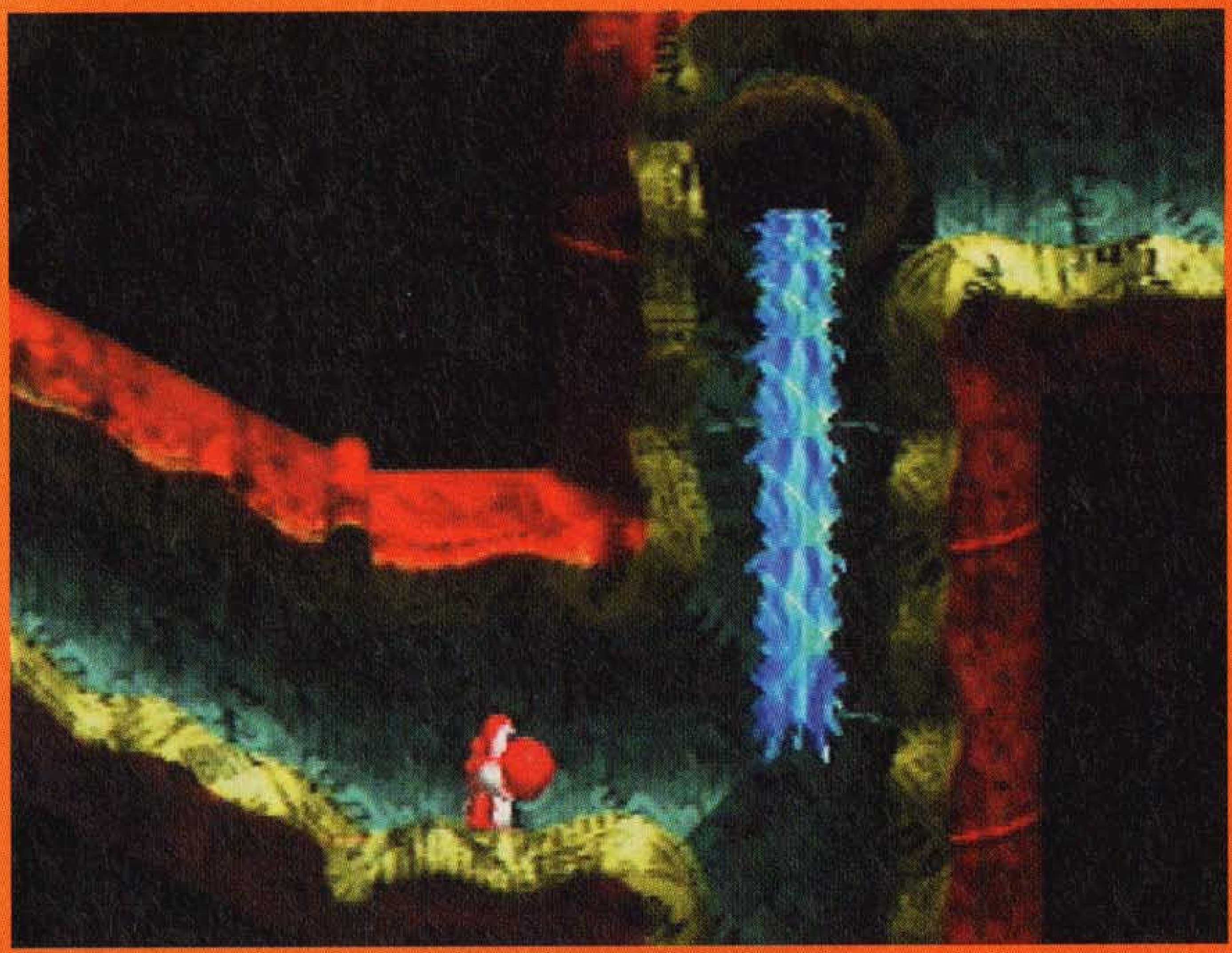


△ Now this is just plain scary. How the devil's Yoshi going to get those foodstuffs out of the bubbles?



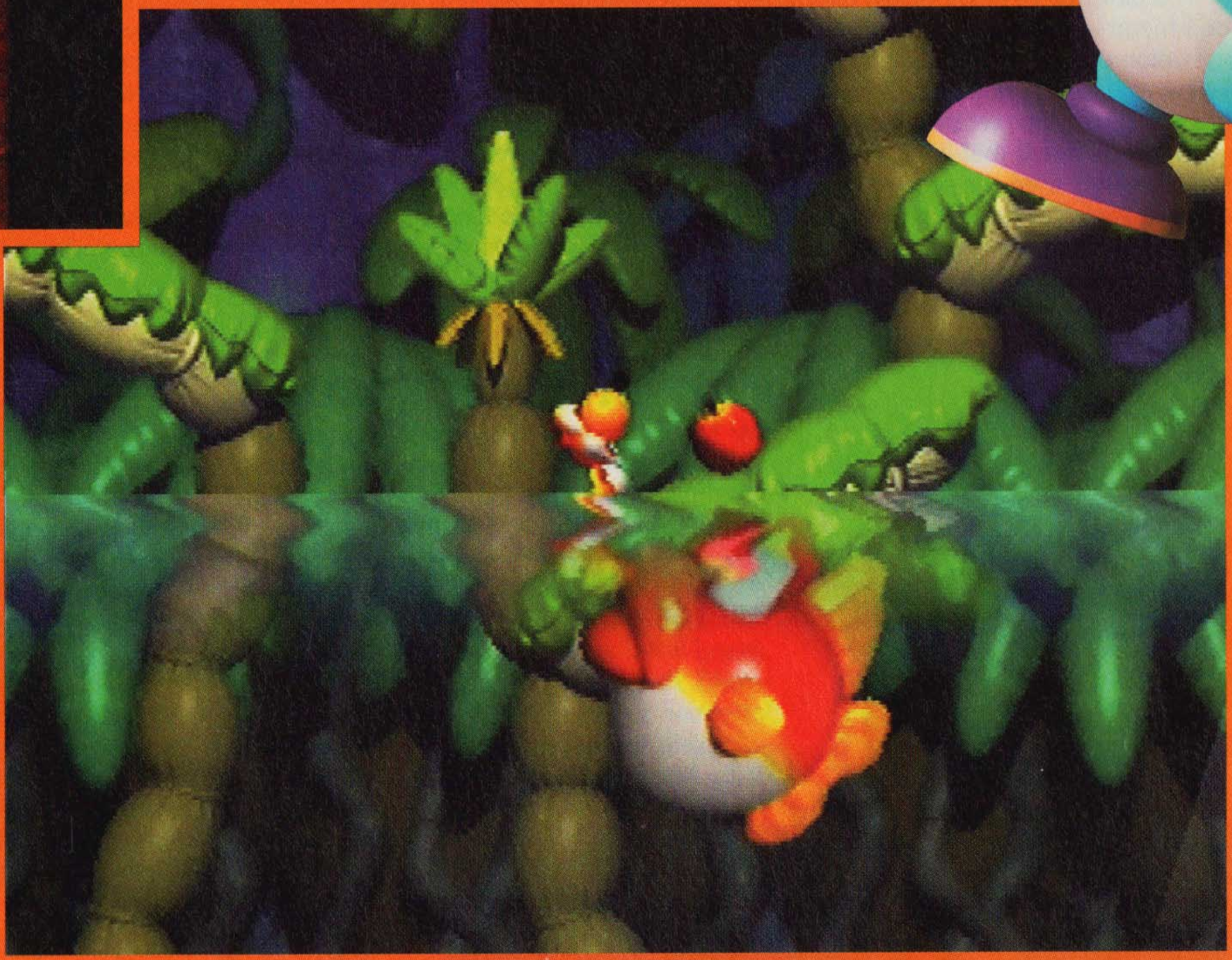
# YOSHI'S

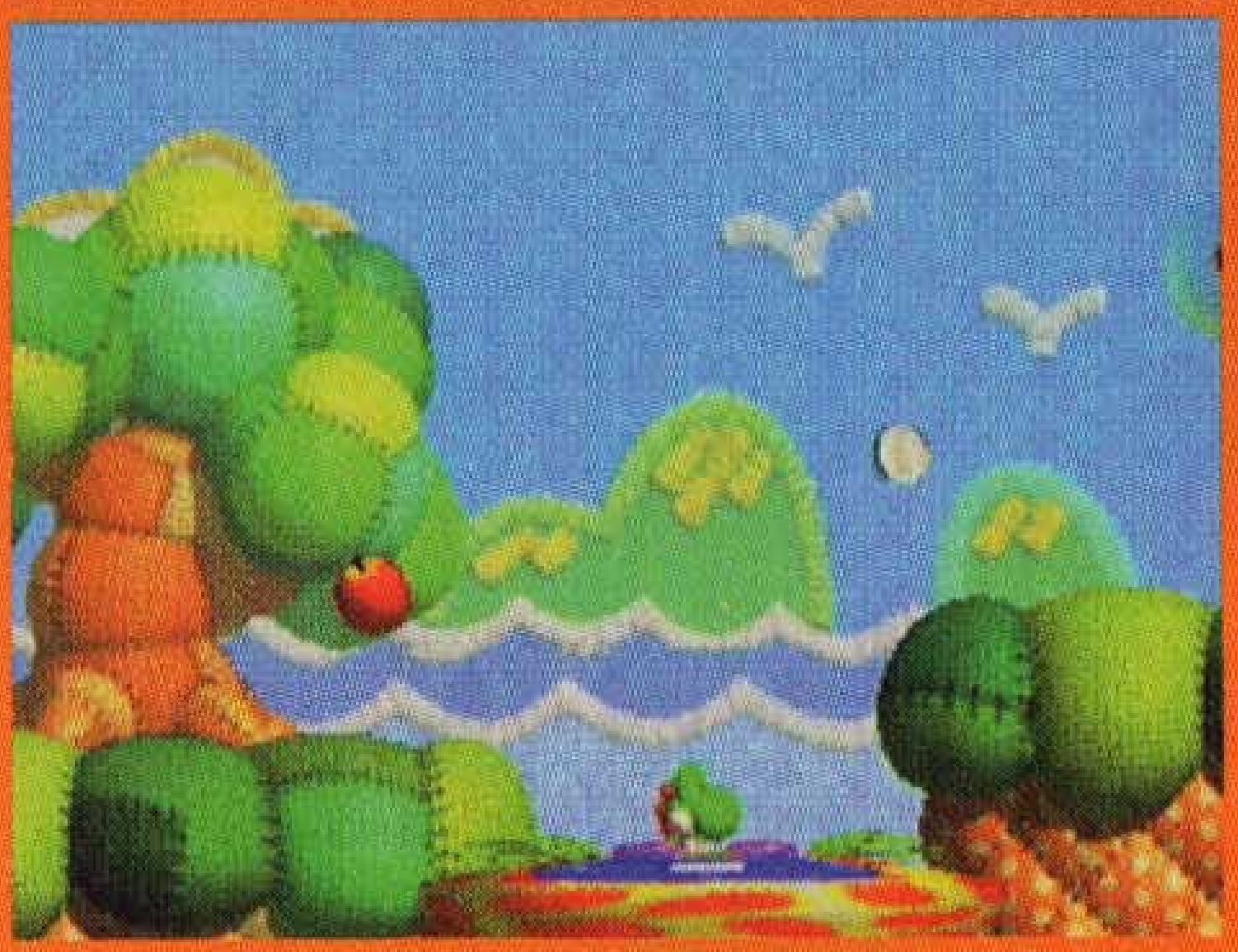
## our prehistoric pal



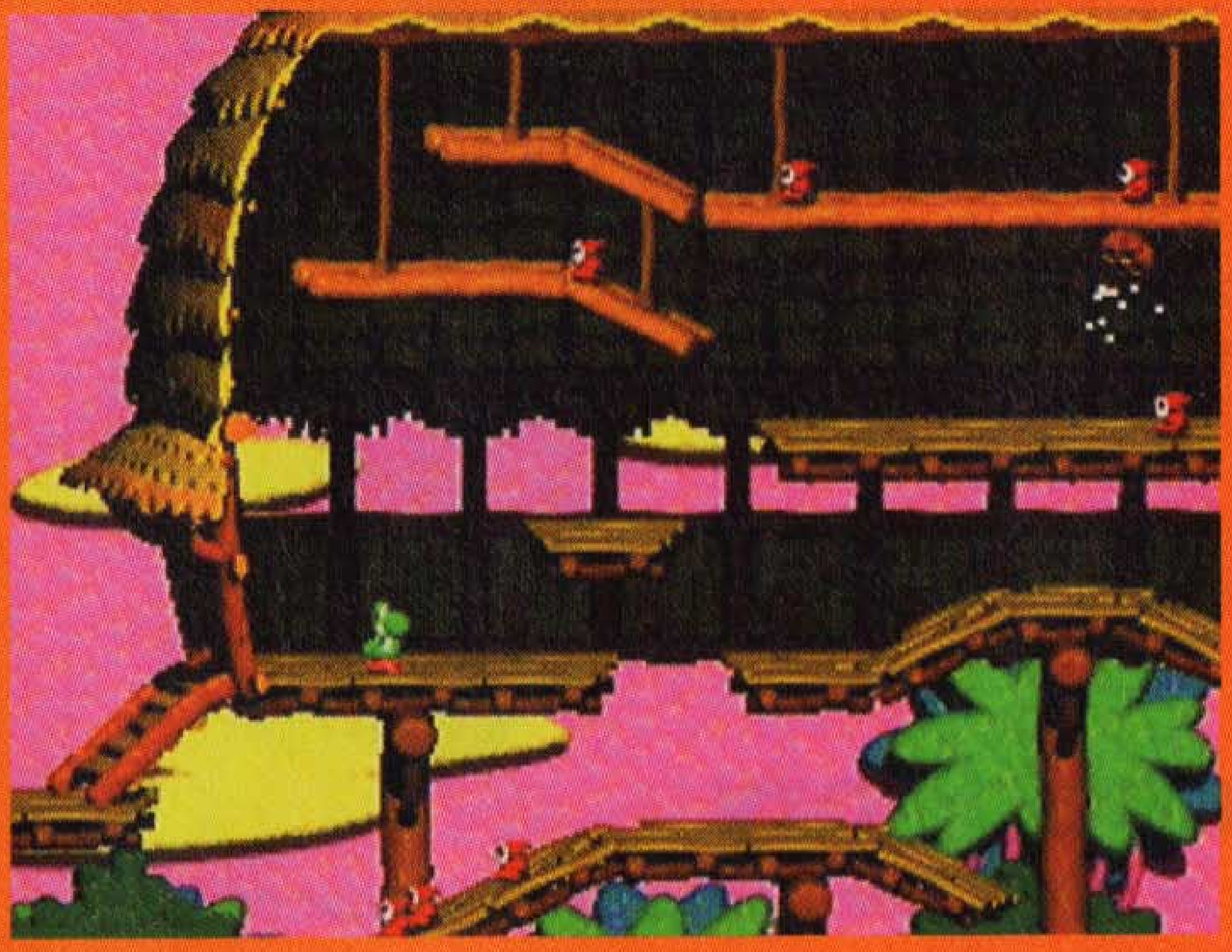
◁ *Either someone's told Yoshi his flies are undone, or this is Red Yoshi, trekking through the jungle.*

▽ *That's a pretty nifty water effect, don't you think? And that's one of the biggest fish we've ever seen.*





◁ *This whole world seems to have been knitted, or something. Wil filched the effect for our cover.*



△ *He's shrunk! Or maybe you can zoom the screen in and out to tackle tricky jumps. That'd be fab.*

While getting information from third-party developers is rarely a problem – indeed, they'll cheerfully trade their right arms for the merest whiff of publicity – Nintendo themselves guard details of their forthcoming games like the Imperial jewels. And *Yoshi's Story* (as *Yoshi's Island 64* will now be known outside Japan) has been a particularly tricky number to get hard information on, resisting the efforts of even **N64** Magazine's stealthiest spies. And it's due out in Japan in a couple of months, for Heaven's sake.

We're not giving up, however. And so we've assembled our most able agents and briefed them to take on Nintendo with a multi-pronged attack, grabbing as much *Yoshi*-related data as they can fit into their attache cases…

GO! GO! ▷

# STORY
## has the game to himself

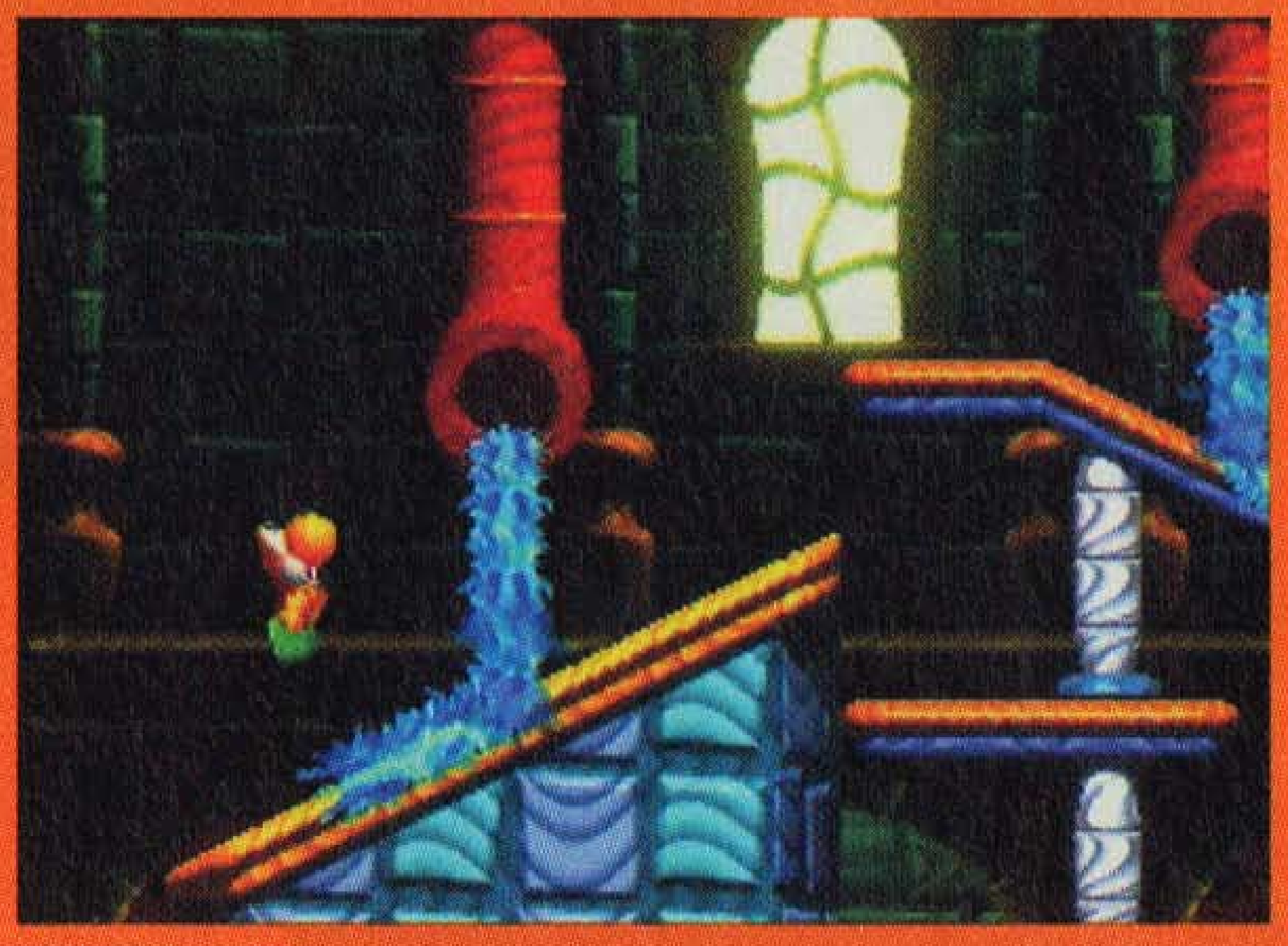
**Yoshi's Story**
NINTENDO
November 1
US/UK release **February**

# Yoshi's Story

**Yoshi's game has two names. The first, and most often used, is 'Yoshi's Story', the name Nintendo has decided upon for the game's release outside Japan. The other, the one his mum and his Japanese friends still use, is the original title, 'Yoshi's Island 64'. Shrouded in a seemingly magical cloak of intrigue and suspense which is then surrounded by five burly bodyguards from Peckham and the whole lot bunged in a lead-lined vault with steel walls 20-inches thick, this is one fiercely guarded title. Not even the Nintendo PR people have been able to play the game. But remember, it IS only a game.**

The plot, we've nevertheless discovered, goes something like this: Yoshi's enemies have incarcerated our good friend in a picture book and it's our job to get him out of it and home in time for tea. How much more motivation does anyone need? 33% bigger than originally planned (now 128 Megabit), the game has you playing as up to six different-coloured Yoshis in an entirely sprite-based adventure. As in the SNES incarnation, eggs will serve as projectiles, but (see Miyamoto's Story below) greater things are envisioned for the ovoids.

We've all heard that it's a 2D game but looks like it plays in 3D. Well, that's because the designers have used cunningly used the process of scaling. Yoshi grows bigger and smaller as he moves into and out of the screen to give an impression of depth to his surroundings, as do elements of the background. And with up to 30 people working on developing the title, Nintendo's developers should get reasonably close to realising Mr Miyamoto's vision of total gaming immersion.



△ *We're dying to know things like how Yoshi's controlled, but Nintendo are so secretive.*

## Miyamoto's Story

**Mr Miyamoto is obviously relishing his role as Yoshi's guardian angel. Tantalisingly, he's playing his cards as close to his chest as ever, while continually dropping hints on re-invented gameplay and 'unique' exploitation of the N64 Controller. So this is his story, culled from recent interviews:**

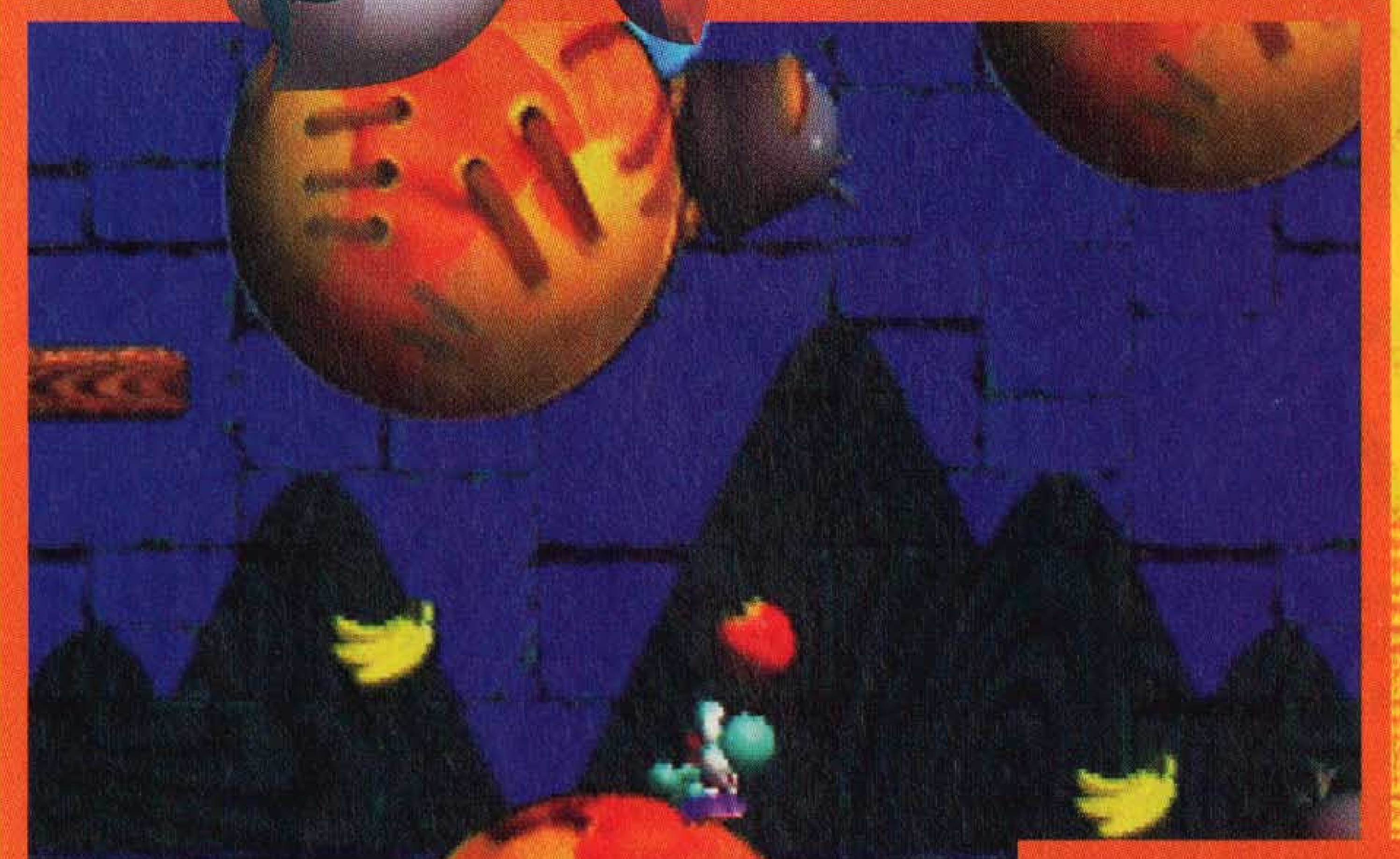
"*Yoshi's Island* has special graphical style which we want people to view as a 'storybook'. It's a 2D environment, yes, but the experience of playing *Yoshi's Island* will draw you in, like you're really being sucked into the book, into his world. People will be amazed at the graphical intensity of the game and the attention to detail. This is nothing like the 2D games players are used to. It's a complete departure, even from the original SNES version. Don't worry about Baby Mario not being in it – this is Yoshi's game! He'll be facing new and old enemies and a boss which will take your breath away. Coupled with the way we've found of using the Controller, you'll have enough to worry about, believe me!"

## Max Everingham's Story

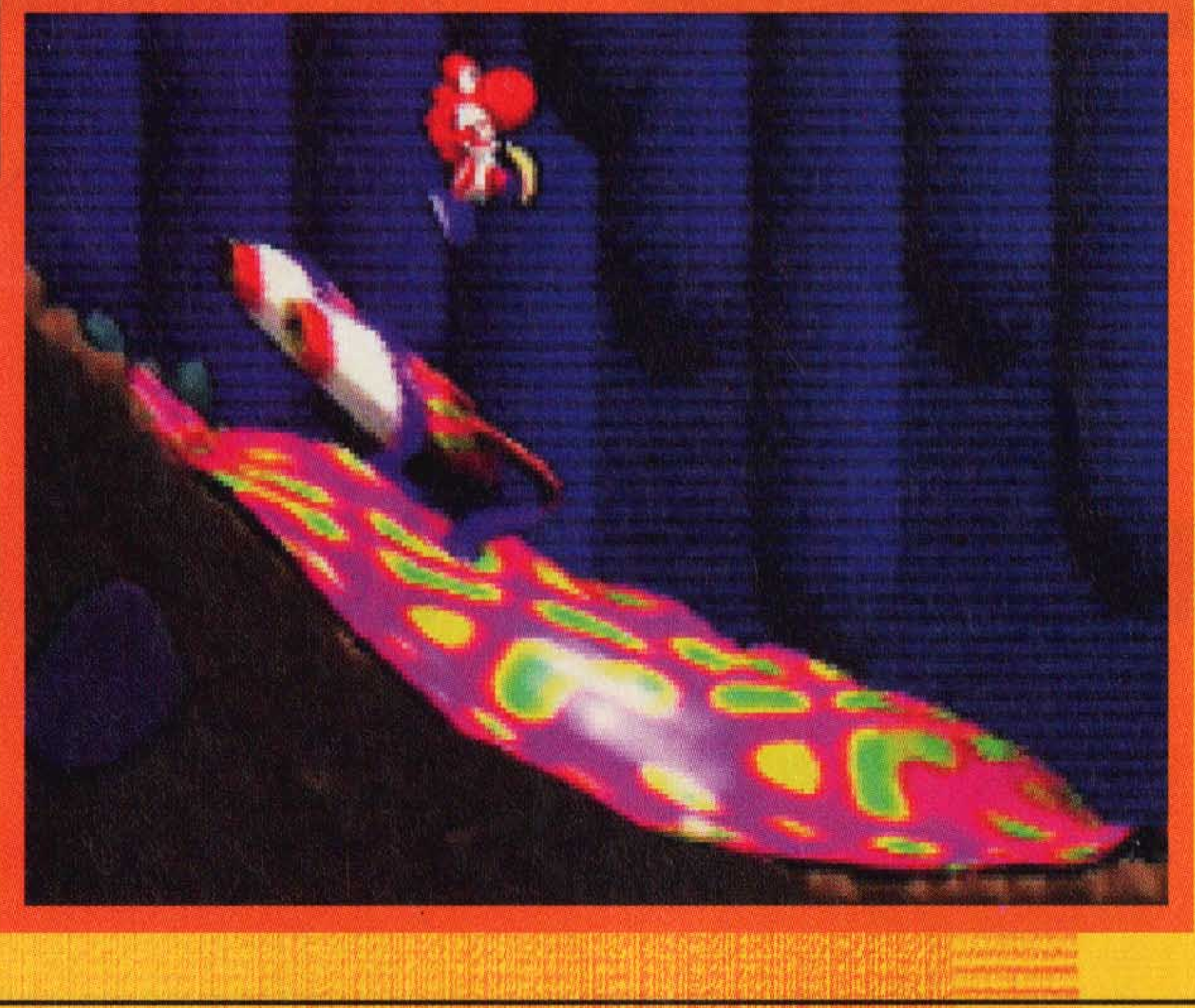
**If anyone should know the latest on *Yoshi's Story*, we reasoned, it's our man on the streets of Tokyo...**

"You've heard enough, I should imagine, from all the other sources, that I thought I'd keep my bit really, really short. And that decision had nothing to do with the fact that my normally forthcoming Nintendo contacts have refused to answer any of my questions. Oh no.

"But I will say this: I think *Yoshi's Story's* detractors (and amazingly, there are loads already) are missing the point. Yes, the N64 was primarily conceived as a 3D games-playing machine. Yes, there have been some extraordinary games using its 3D capabilities (not to mention some crap ones). But, hey, no-one thinks that photographs are no good just because we now have camcorders, do they? Or that you can't make a better camera? Er, yes right, moving on..."



△ *There's just no escaping baseball on the N64, is there? Yoshi's blue shoes are smart, though.*



*It's an enormous kipper tie! Or is it a grotesque carpet ? Or Amoeba? Or sick? Who knows.* ▷

## The PR Lady's Story

**The story they tell us hacks, translated from Nintendo Co. Ltd.'s Japanese press release:**

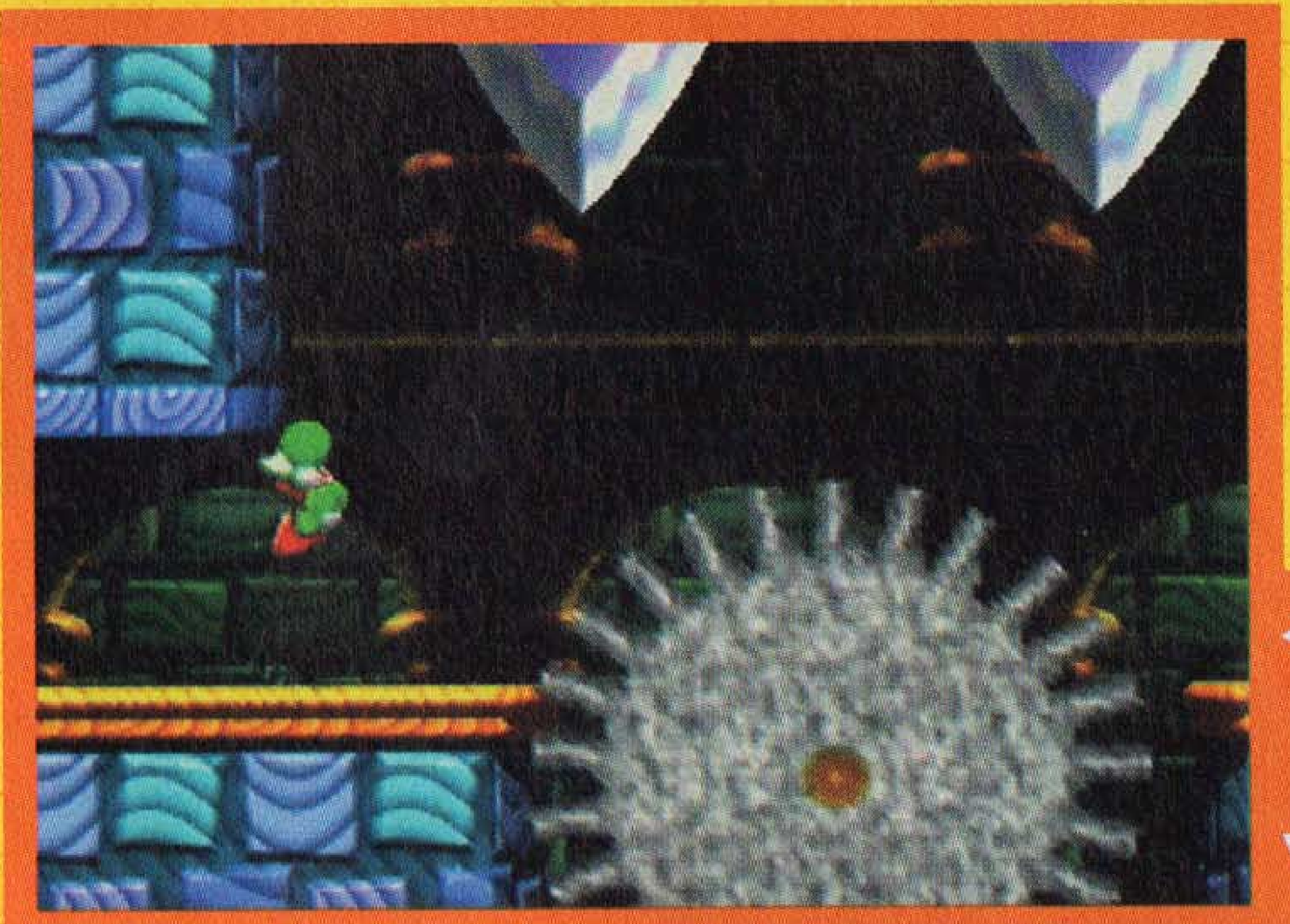
"Nintendo are releasing a 2D scrolling game! The main concept is that you will have great fun playing an action game which has beautiful graphics. There are six different Yoshis (six colours). The hand-drawn 'feel' has been dramatically improved from the Super Famicom days, and a wonderful, graphically-rich world spreads out before you. Some of the characters are here from the previous game, but you'll notice big improvements ['grade-up'].

"To throw eggs you use the 3D stick, but it also does several new, interesting things. And what will the big boss, Koopa, bring to the encounter?

"Now a little about the story. Yoshi's world has been changed to a picture book by magic, so how will he get it back to normal?

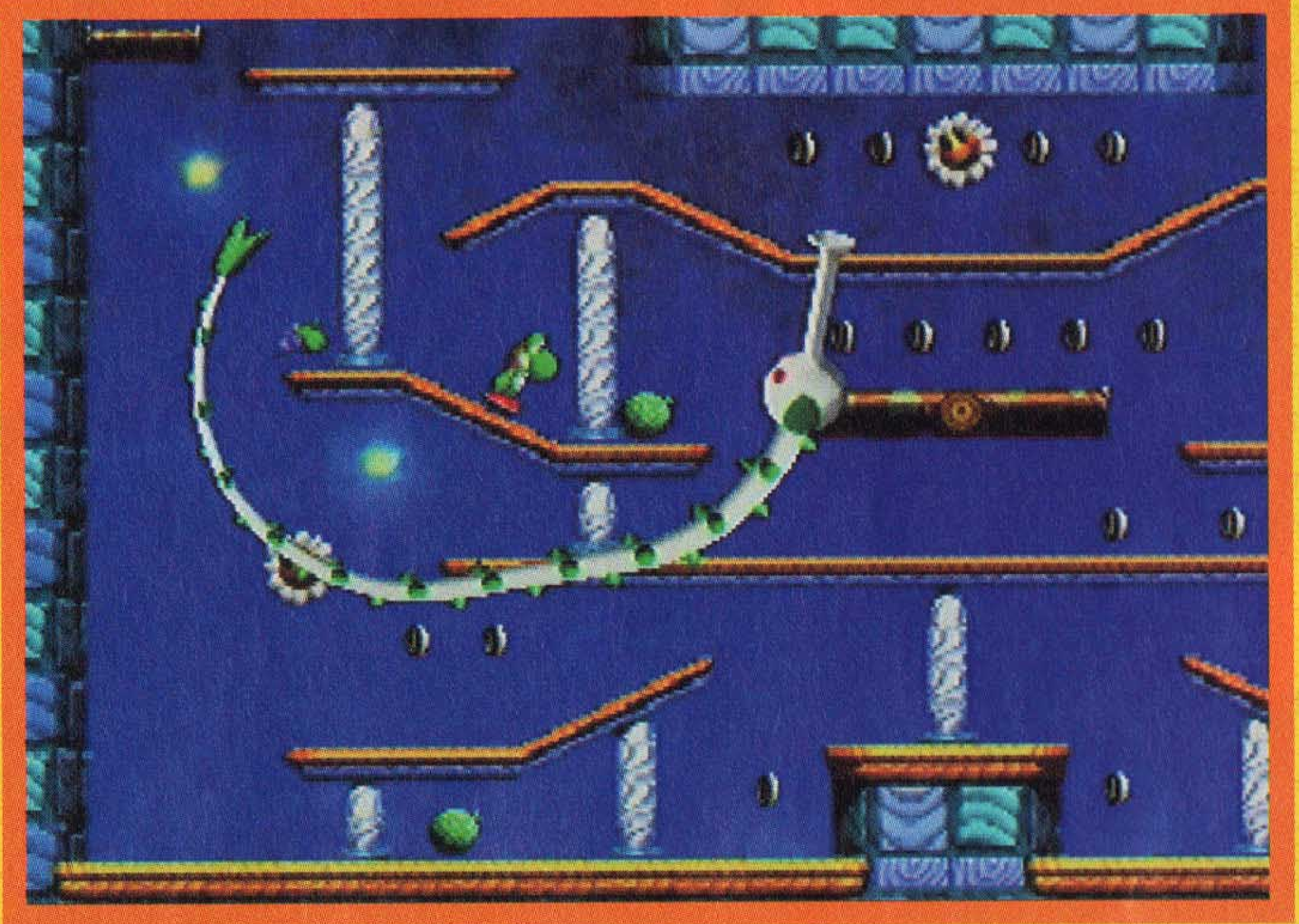
"*Yoshi's Island* also has an entertaining bonus game. We've exploited the Nintendo 64's powerful characteristics to produce stunning graphics and sound, and the game writes a new page in the annals of gaming history. You will experience an incredible, fun hand-drawn world, so please just wait a little longer."

N.B. There's a note on the press release to say that 'Yoshi's Island' is a working title.



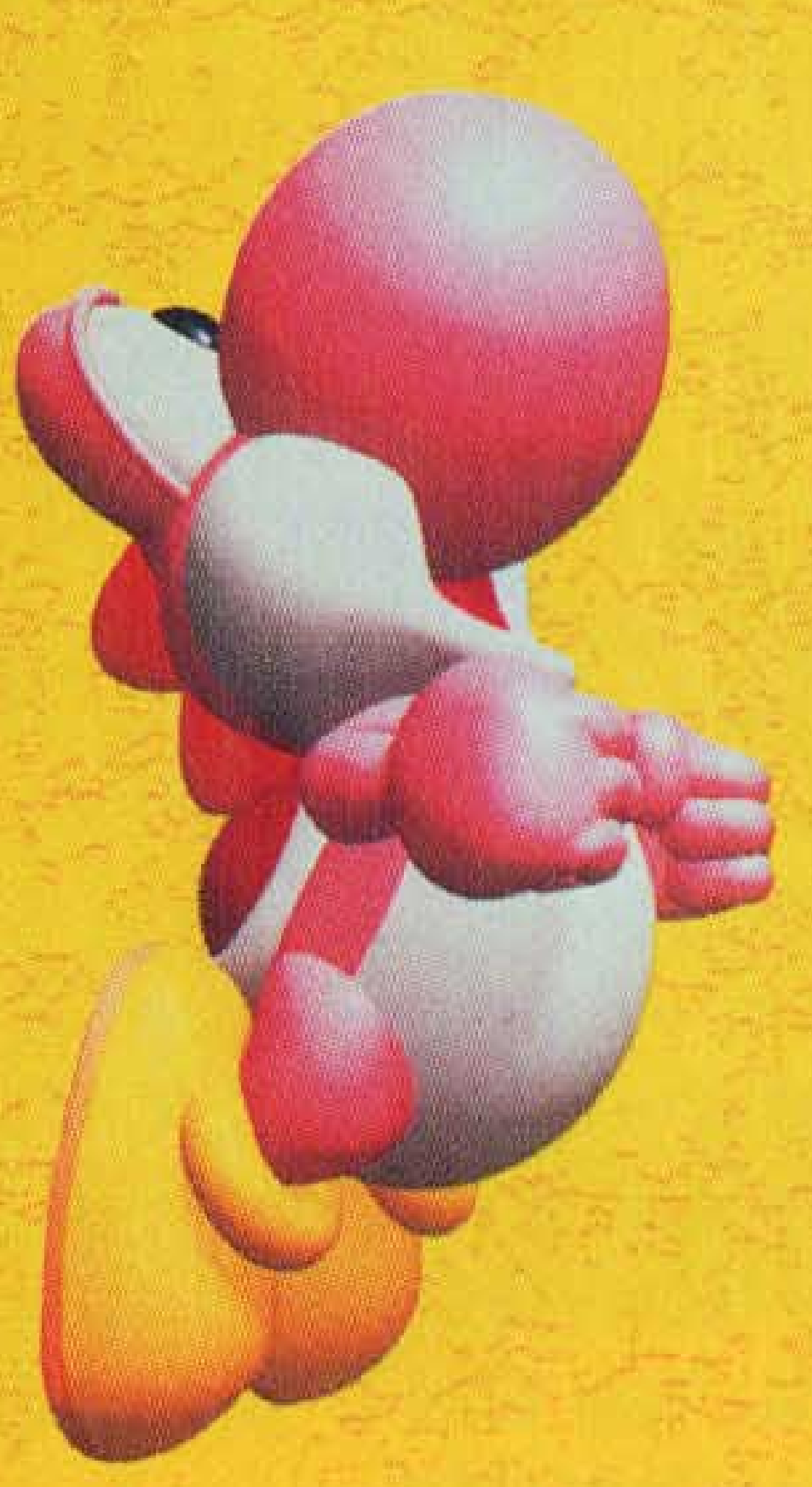
◁ *It'd be terrible to see Yoshi cut up. Ensure you look after the little fellow, eh?*

▽ *Another zoomed-out bit, and this looks fiendishly complicated. (What is that?)*



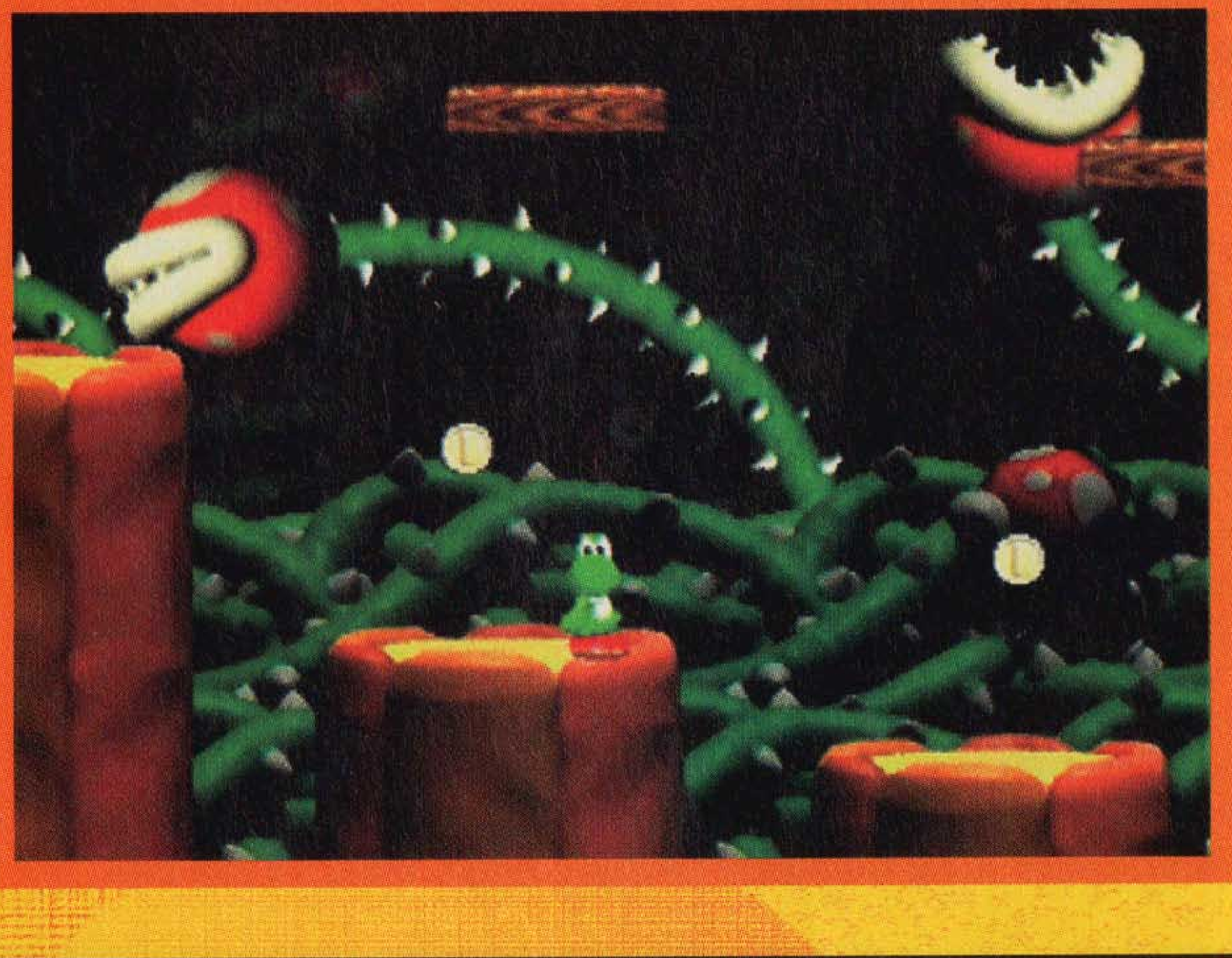
## The developer's story

**Placing an arm around Max's shoulder (telephonically, obviously), we persuaded him to try a bit harder, and interrogate Nintendo's Japanese headquarters directly:**



***Max:*** What sort of things happen in the game?
***Them:*** We can't answer that question.
***Max:*** Is there any dialogue in it?
***Them:*** We cannot answer each question from everyone.
***Max:*** Can you answer any questions?
***Them:*** No.
***Max:*** Who's in charge of the project?
***Them:*** Mr Hongo.
***Max:*** May I speak to him?
***Them:*** No. He's on vacation.
***Max:*** Oh.

▽ *Behind you, Yoshi! He's either hugely brave or just plain thick. And what are those white things? Roll on November...*

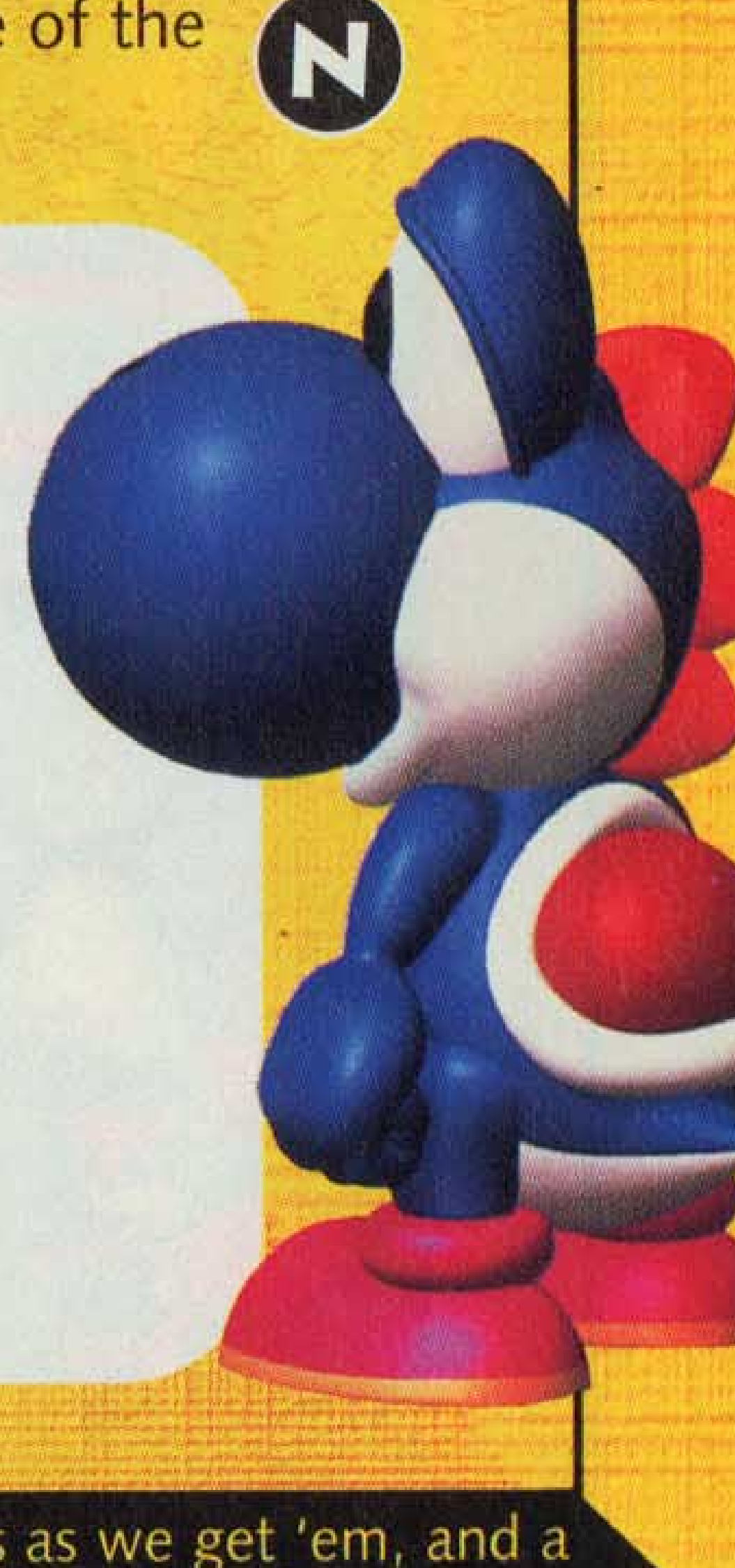


**And there we have it. Not much to go on, you might imagine. But by putting this information together with the screenshots that've so far made it out of Nintendo's HQ it's possible to put together a picture of a brilliant game, bursting with the imagination that fills everything Shigeru Miyamoto is involved with. Don't expect a straight left-to-right platform trek in the traditional fashion. Instead prepare yourself for twists and turns that exploit the N64's power in a completely different way from the 3D games we've seen so far.**

Although it's still meant to come out in Japan before Christmas (and we'll bring you a full review as soon as it does), *Yoshi's Story* won't make it to the western hemisphere until February at the earliest because of the time it'll take to translate.

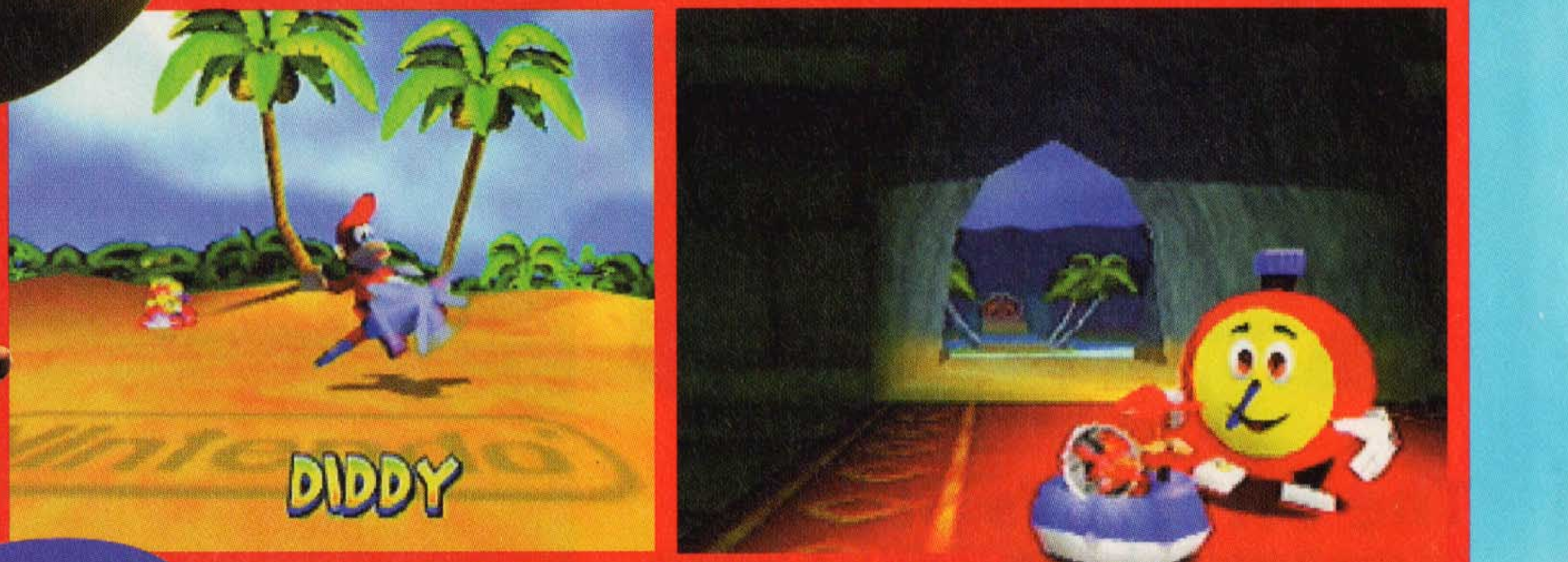
## What we know

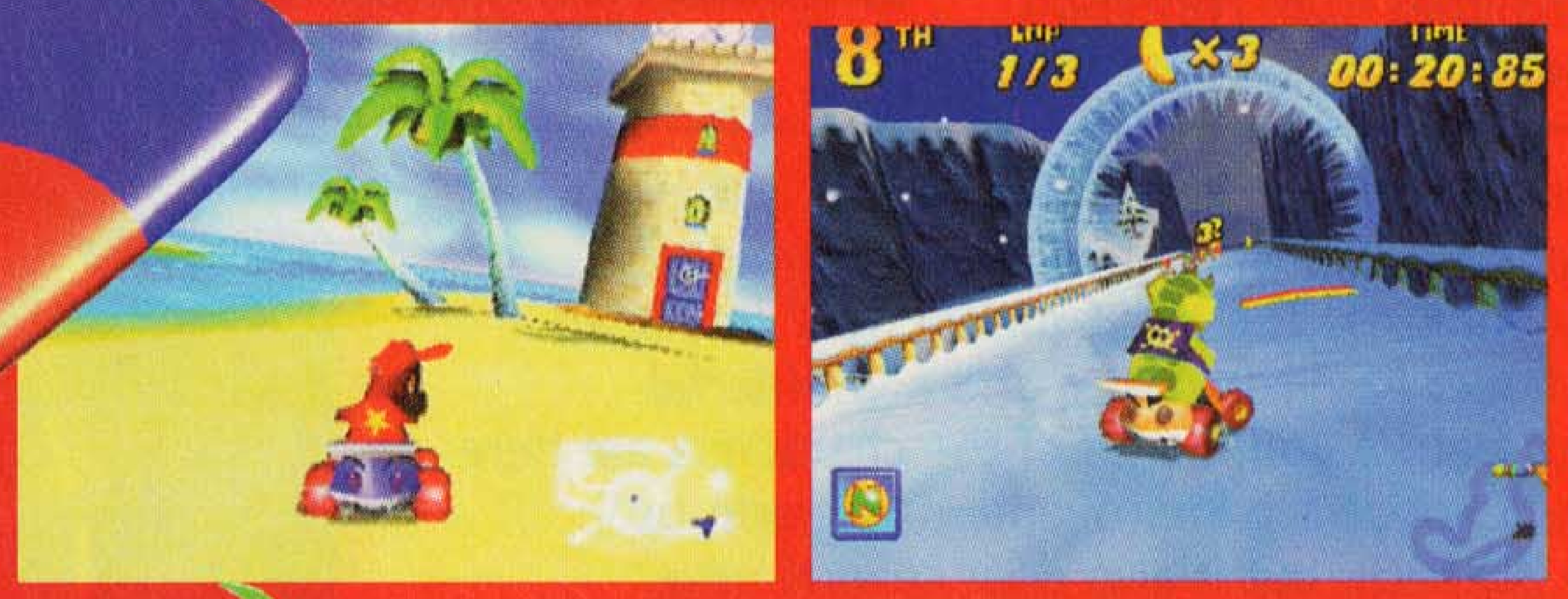
***Japanese release date:*** November 1997
***European release date:*** Spring 1998
***Size:*** 128 M-bit
***Number of Levels:*** 24 Courses
Rumble-pak compatible
6 Yoshis (light blue, royal blue, yellow, red, green and pink)
No baby Mario



**TO BE CONTINUED...** More pictures as we get 'em, and a full review around Christmas.

## FANTASTIC! A COMPLETELY NEW N64 GAME – AND IT'S ALMOST FINISHED!

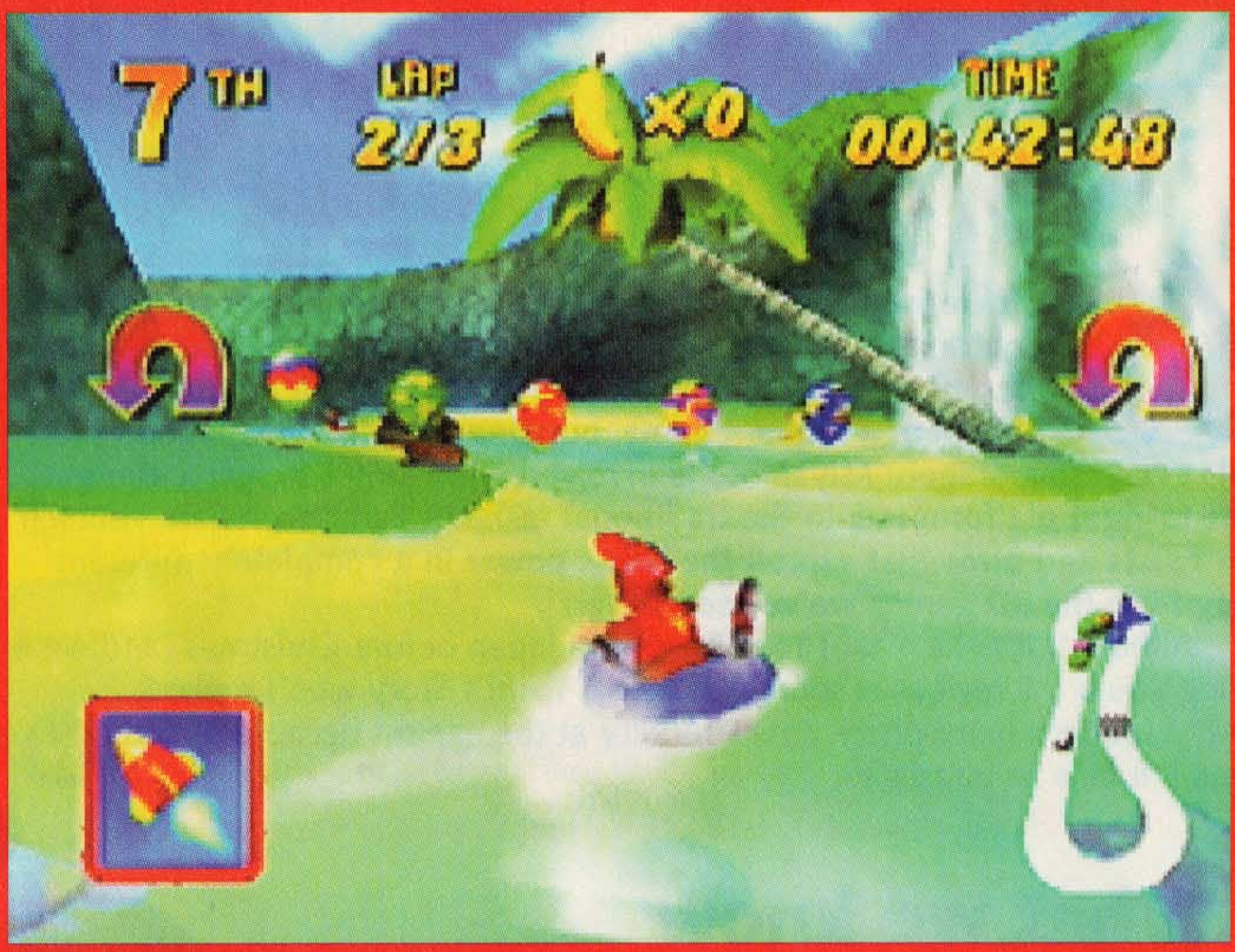


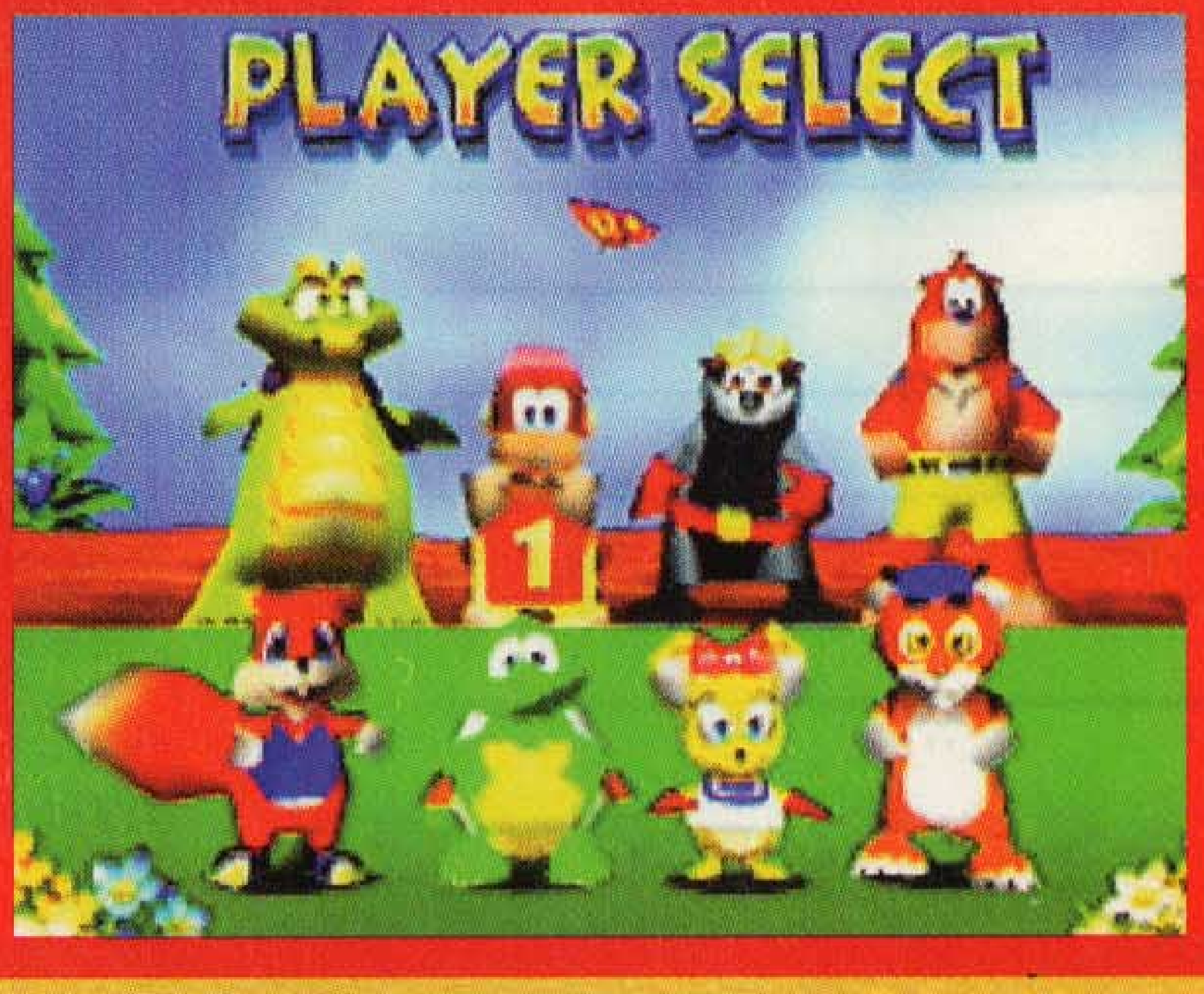


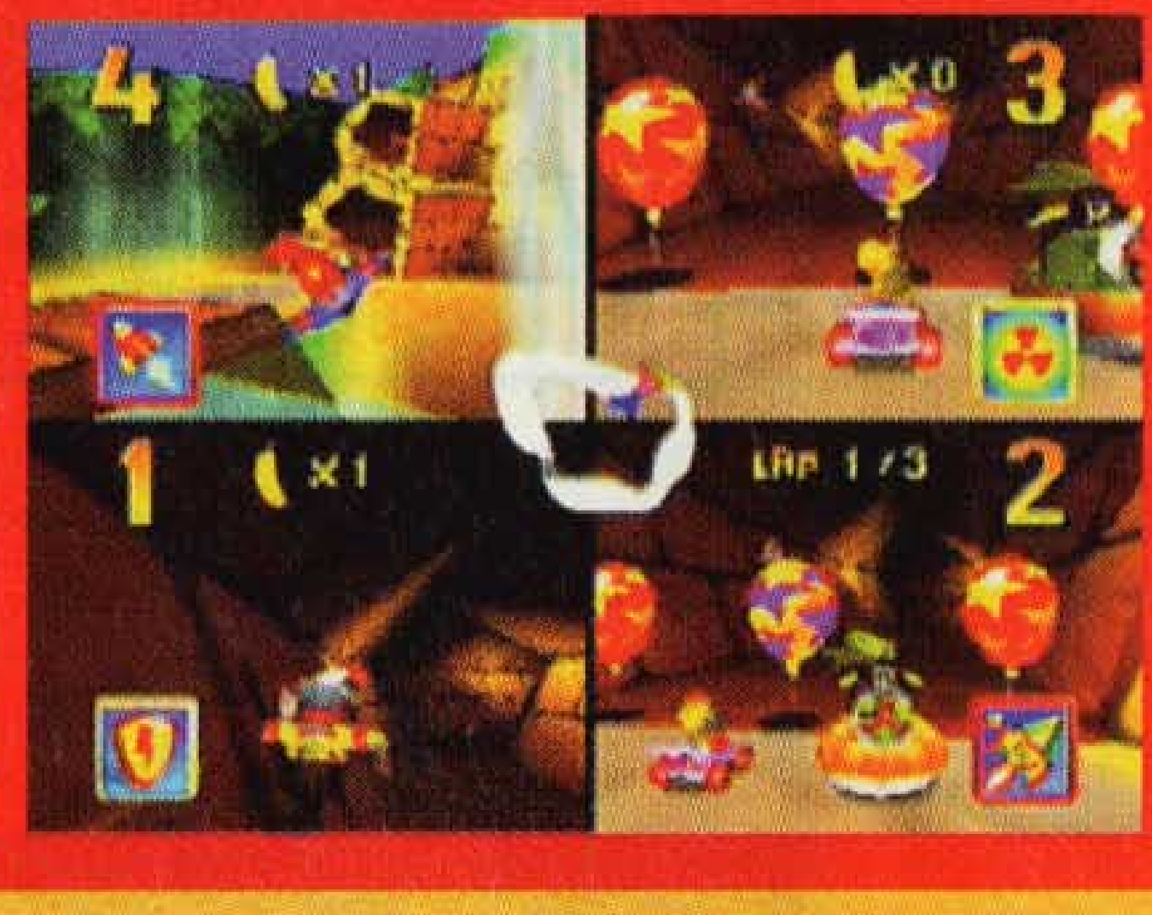
△ *Go and talk to TT and he'll set some Time Trial challenges for you.*

◁ *All the courses can be raced with any of the three vehicles. Bonkers!*

# DIDDY







△ *Imagine water effects on a par with Wave Race.*

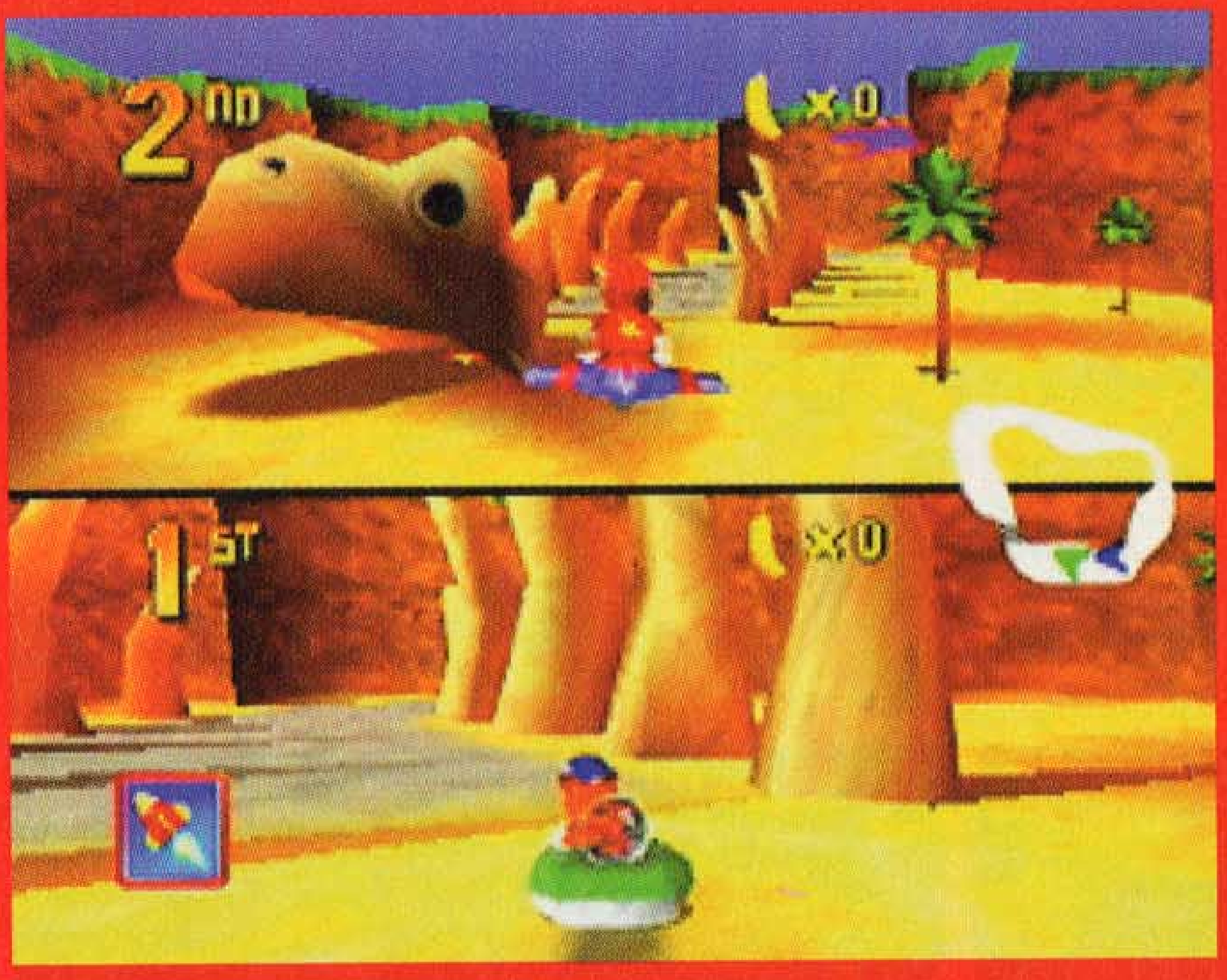
◁ *All eight characters dance on the Player Select screen.*

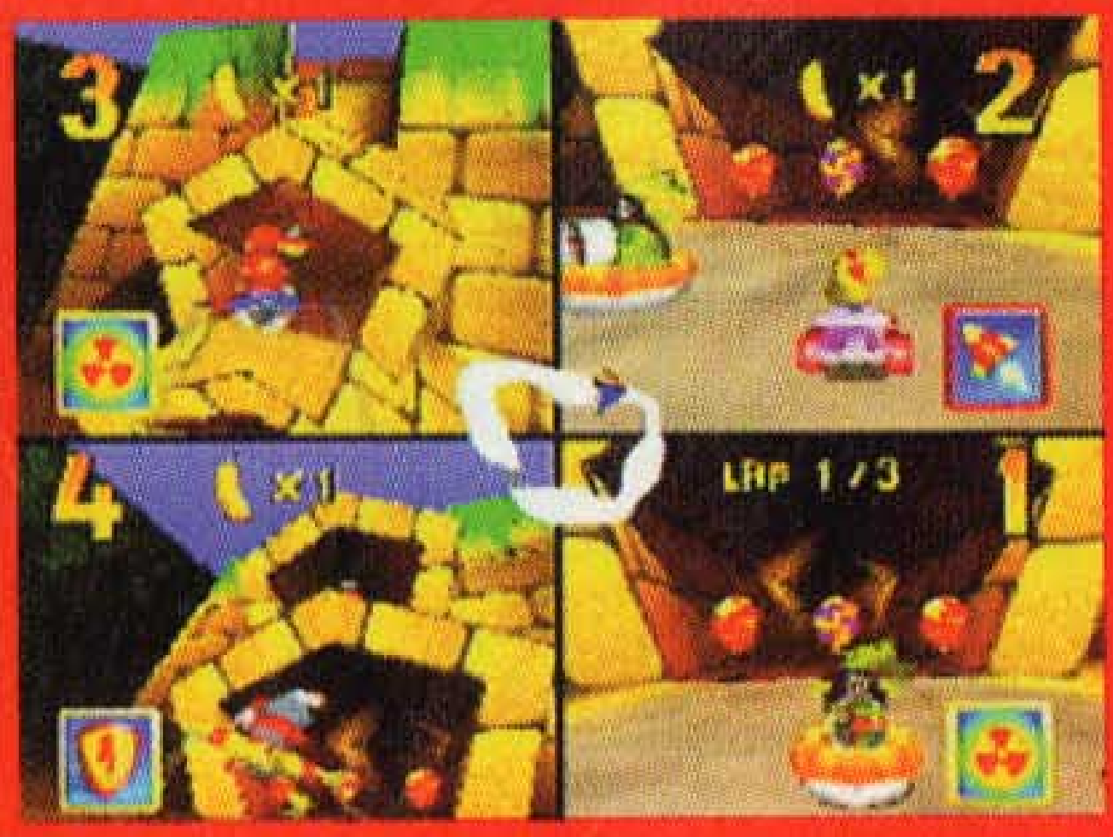
**Only Rare could do this. Only Rare could have an utterly brilliant game in development for two years and then casually announce its existence a couple of weeks before its release. It certainly makes you wonder what else they've got up their sleeves.**

**N64** Magazine went to see *Diddy Kong Racing* at its place of birth. Twycross is stuck out in the middle of nowhere and, apart from its zoo, oh, and a tractor showroom, it's a pretty unremarkable little English village. It's certainly not the type of place you'd expect to find one of the world's premier games developers, but then that's Rare all over for you. A bit secretive, a bit special, a little aloof – perhaps that's why arriving at their converted farmhouse home feels a little like infiltrating an MI6 safehouse. Our taxi driver deserved his tip just for finding the place.

The foyer is covered with certificates, trophies and box artwork of games past. In Rare's previous incarnation as Ultimate Play the Game they worn their spurs with titles such as *Atic Atak, Knight Lore* and *Sabre Wulf* on the Commodore 64 and Spectrum. As Rare they consolidated their quiet brilliance with *Battletoads* and the NES classic *Pro-Am RC* before *Donkey Kong Country* and *Killer Instinct* came to shake the SNES and arcade worlds. Rare are already a prolific N64 developer, with *Blast Corps* easily one of the most imaginative games of modern times, *Killer Instinct* as the best beat-'em-up on the system and *GoldenEye 007* redefining the first-person game. And with *Conker's Quest* and *Banjo-Kazooie* on their way as well, looking out of the window you expect to see a towering office block with a thousand programmers sweating over worn keyboards. You don't. Some sympathetically converted stableblocks with dark windows are all that's to be seen. Perhaps they have bunkers – a secret underground base, maybe. Just as our minds turned to the idea of covert investigation, we were escorted into the board room.

We're here to see *Diddy Kong Racing*, and that's all the men at Rare want to talk about. As the presentation starts – the game running from a normal NTSC machine through an enormous Sony TV – one thing becomes abundantly clear. *DKR* is no stop-gap, no quick Christmas filler to replace the sadly delayed *Banjo* or *Conker*. It's no poor imitation of *Mario Kart*, either. This game is part of The Plan, and it'll change the way you think about racing games forever. How? What? Why? Well, it's like this…

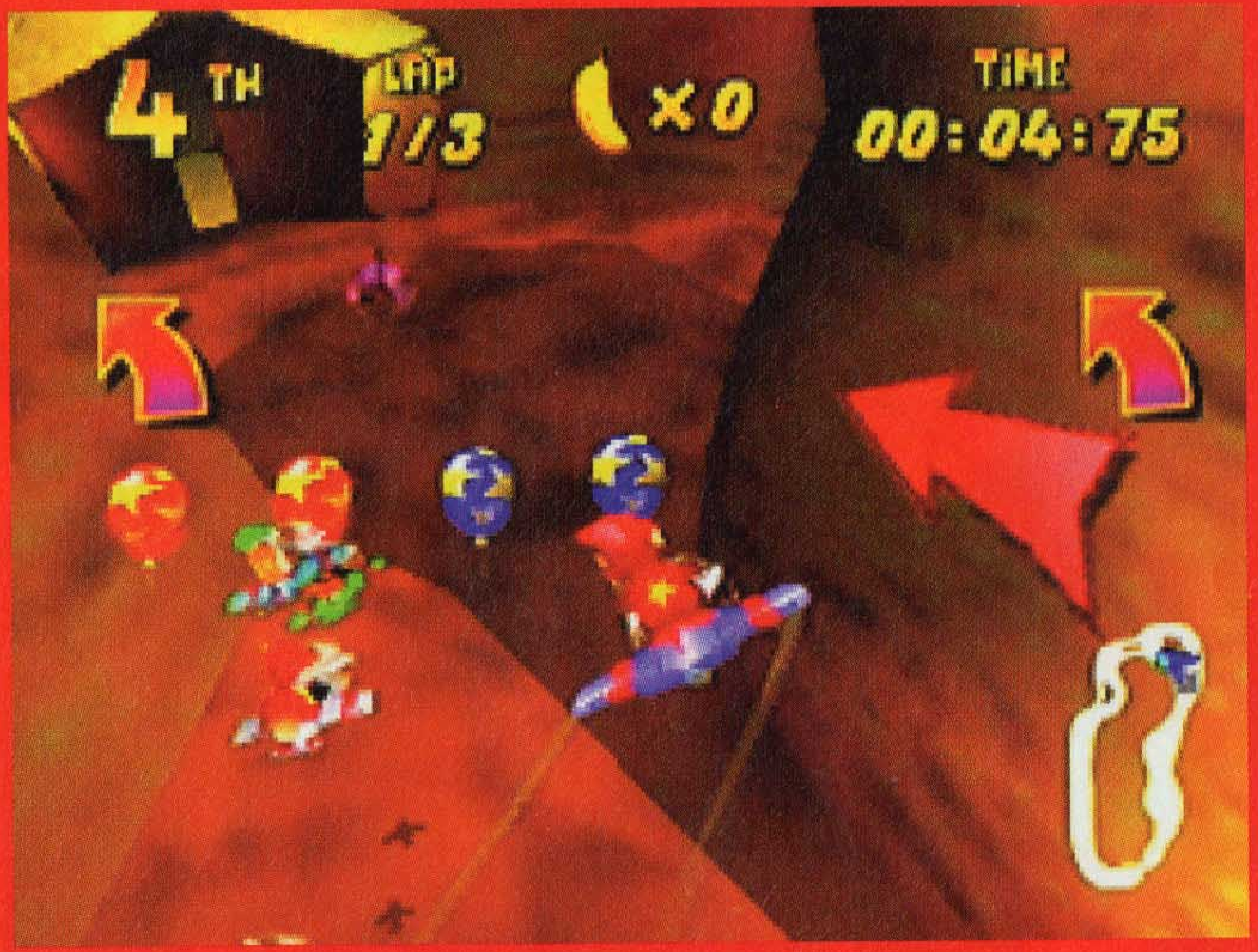




△ Four-player split-screen with any mixture of vehicles you like. THAT'S TOO GOOD!

△ Power-ups are displayed in the bottom left.

◁ The game's cut-scenes are another highlight.

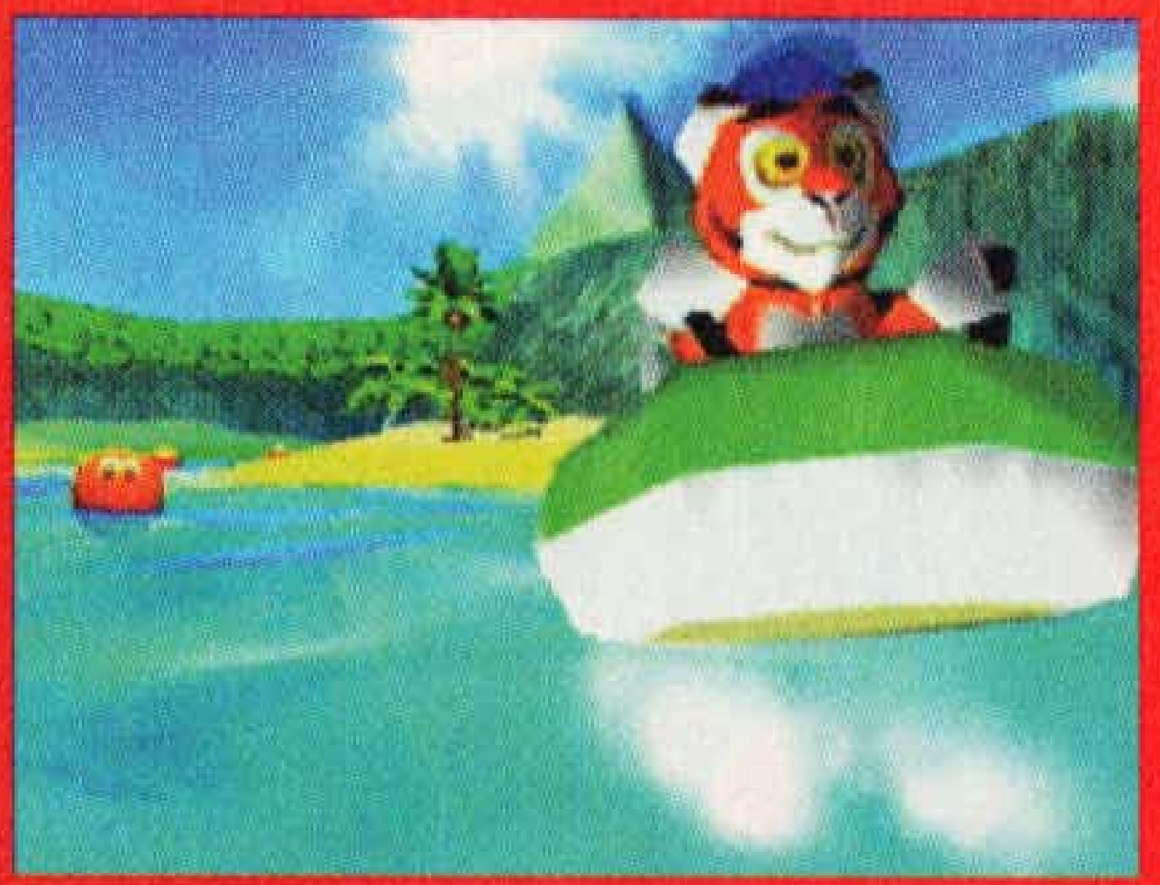


# KONG RACING

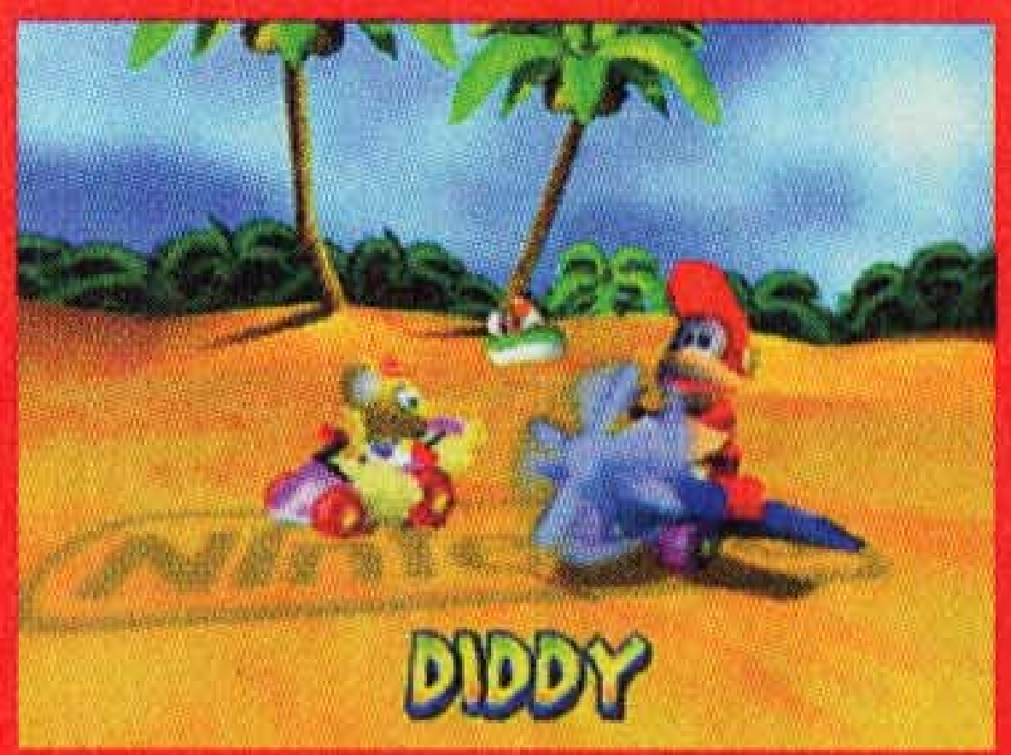
## make way for monkey boy, mario

**Diddy Kong Racing**
RARE
December | 1-4
US/Japan: **November**

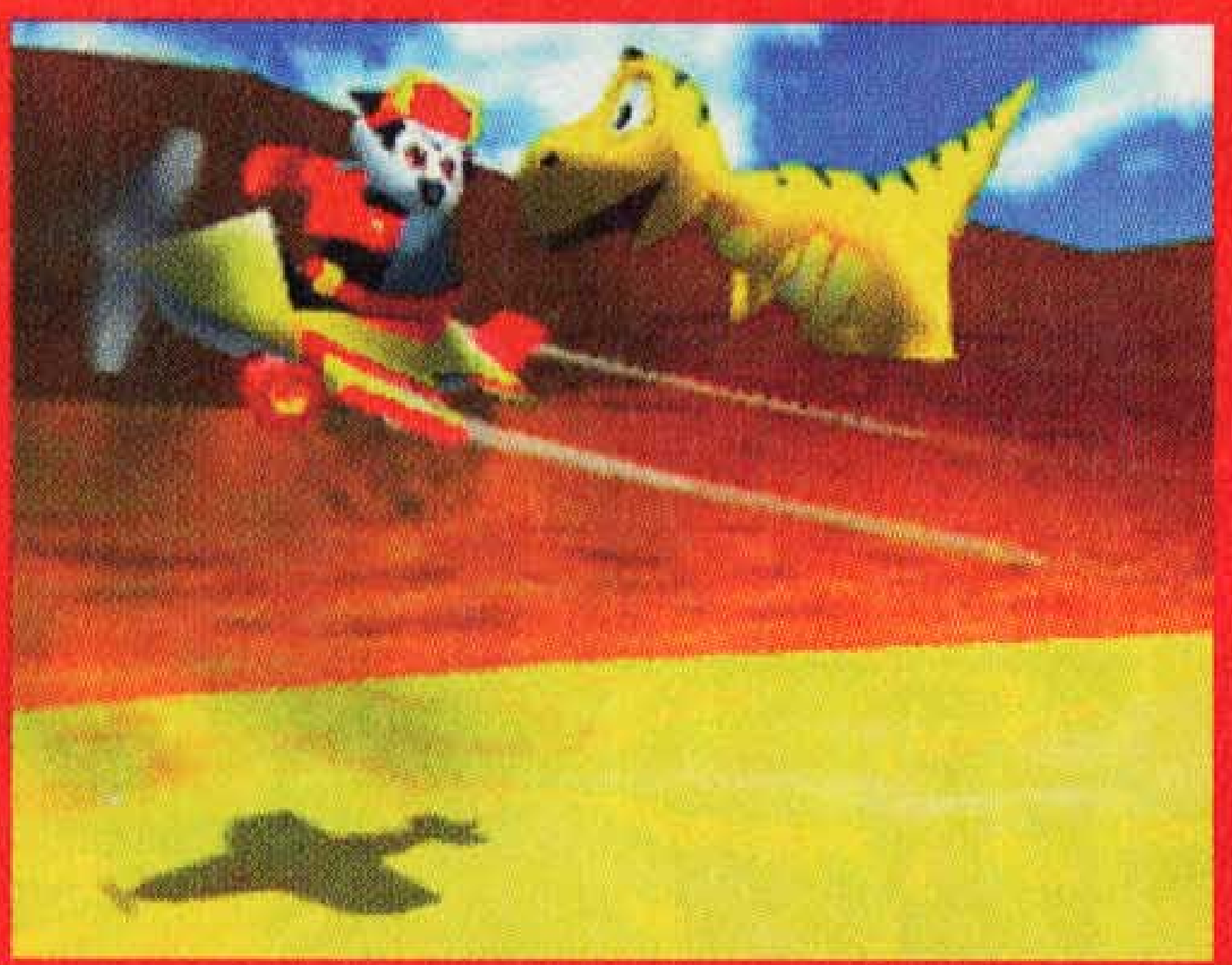
GO! GO! ▷



Timber the tiger, probably slightly closer than you'd really want to see him.

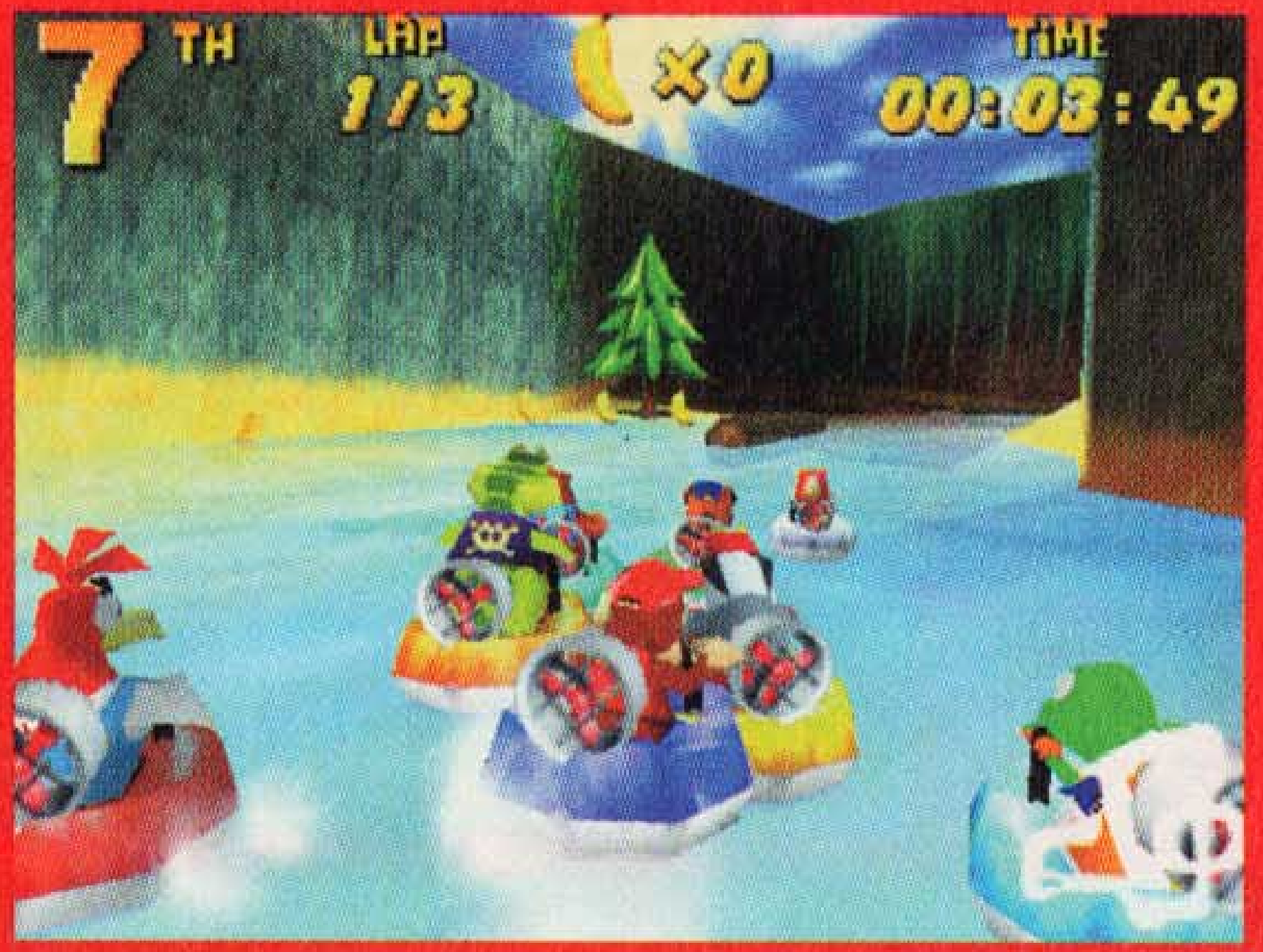


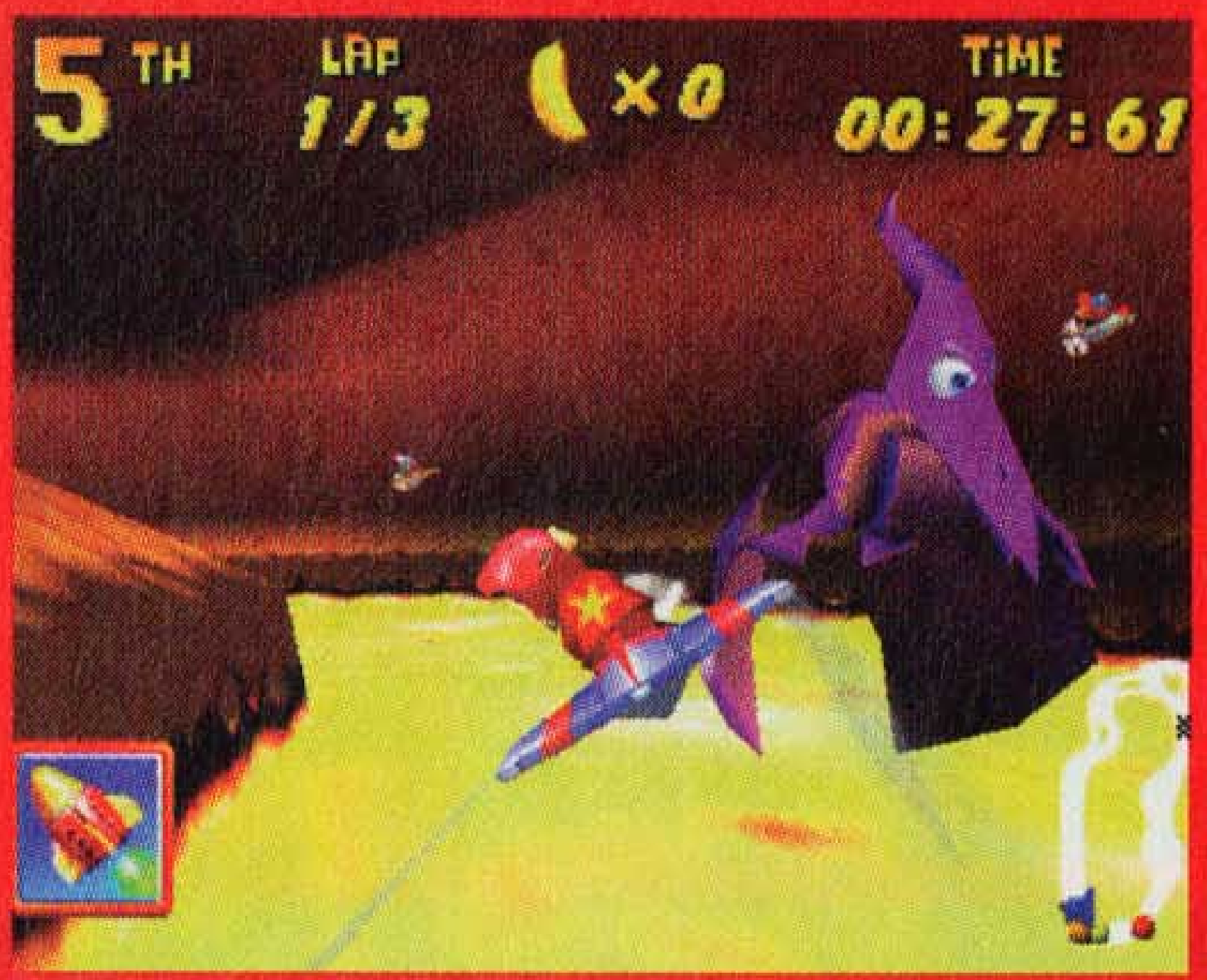
The intro is excellent, even if Pipsy the mouse is a bit... Gahhh. Cute.

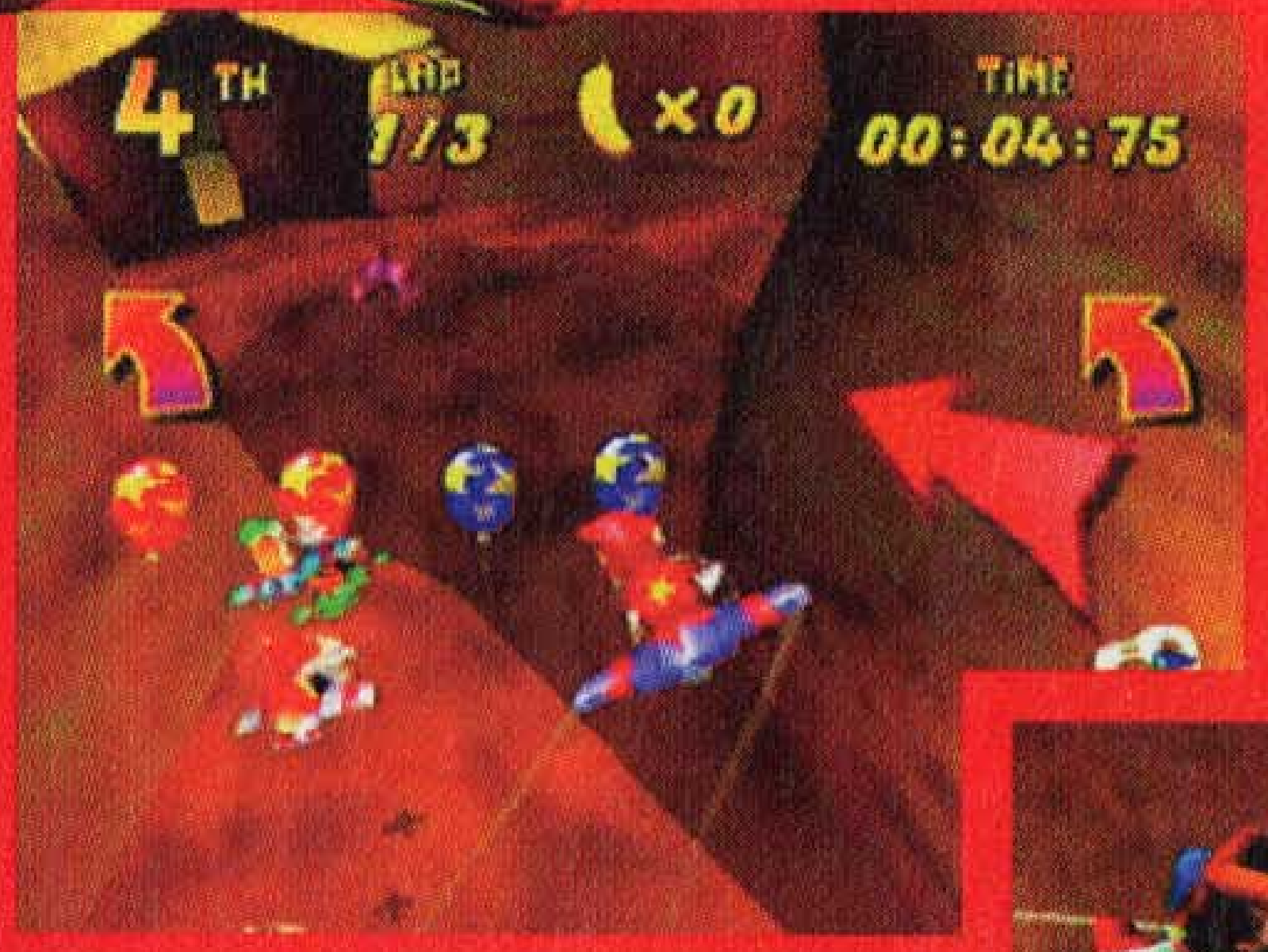


More intro-action. All on 96M too!

Mind the pterodactyls as you fly around this course.

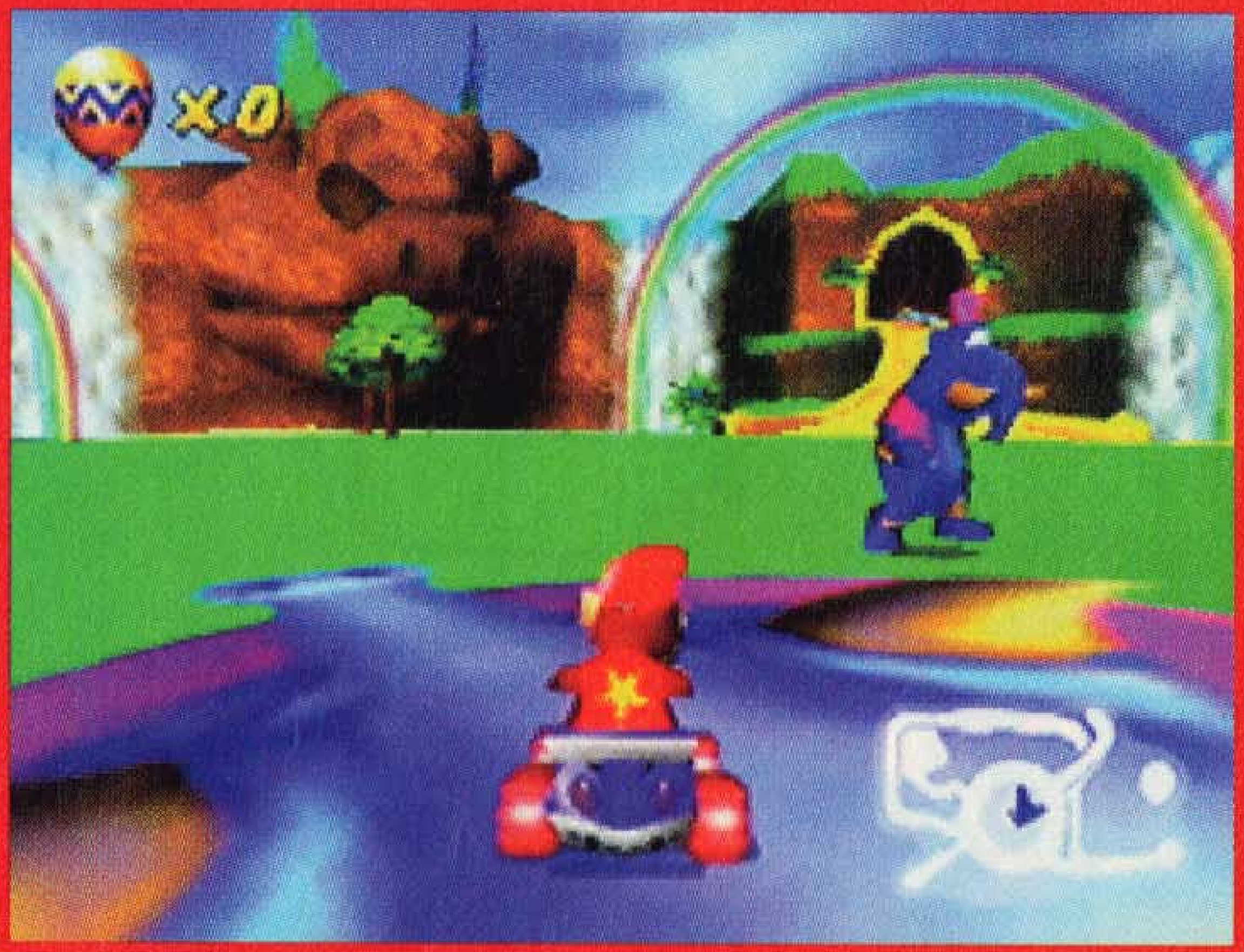


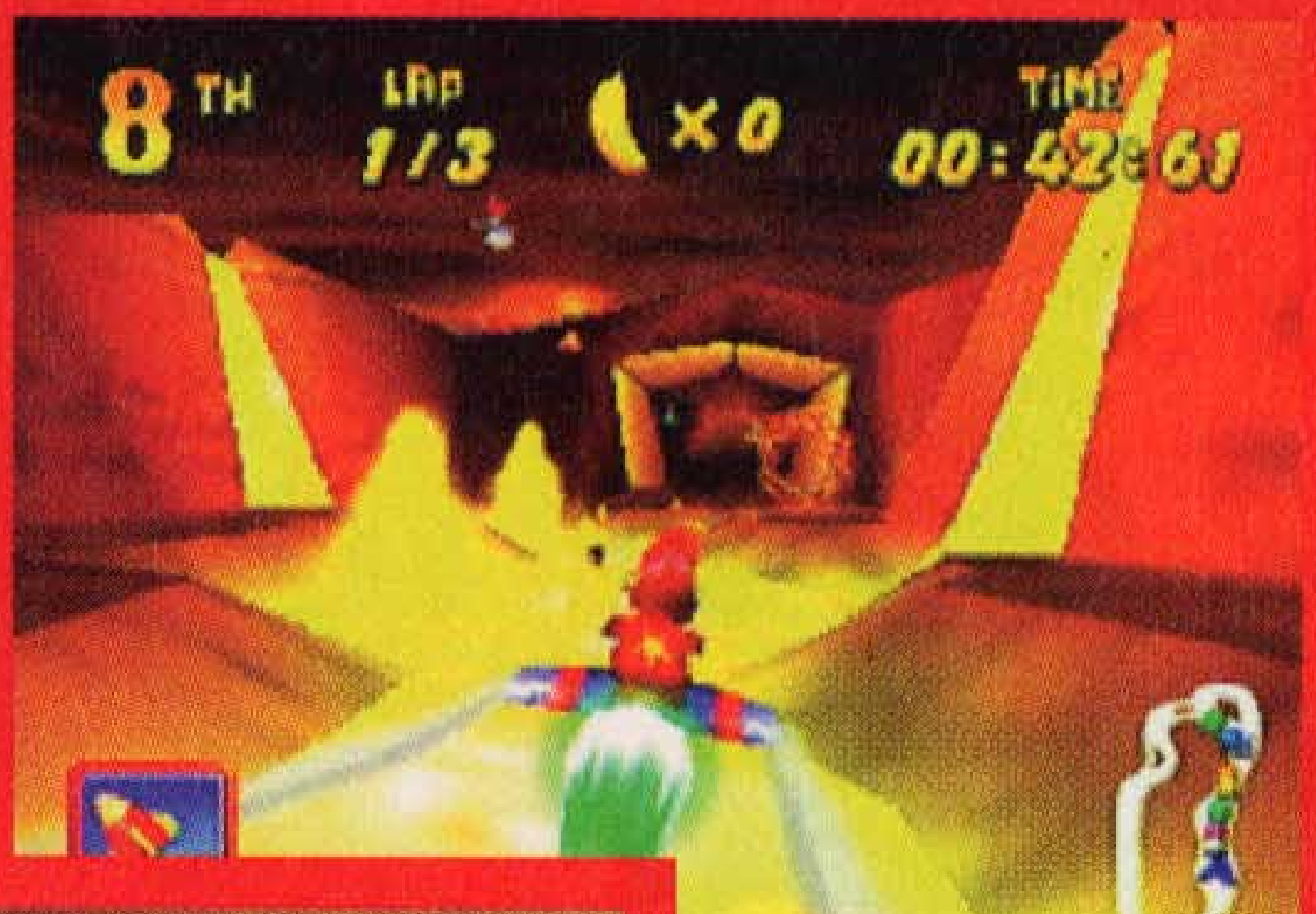




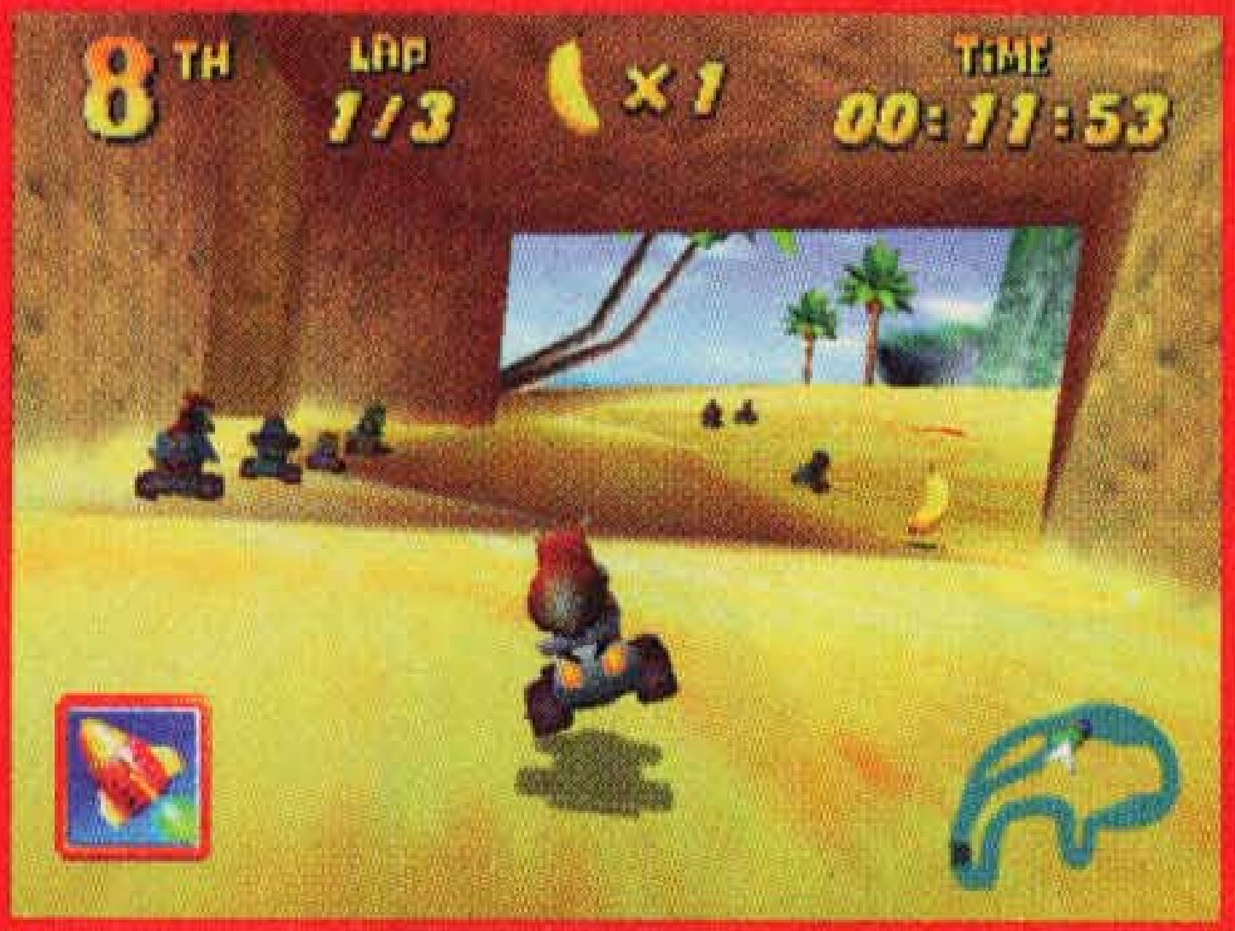
The balloons give you power-ups – you can tell which you'll get by the colour

Each of the four course 'worlds' are entered from this central environment.





The courses are designed with no fear of pop-up. Look how far you can see!



Another monster horizon! All this and the game still licks along with seven other racers!

**PROBLEM: Nearly all racing games are a disappointment in one-player mode.**
**SOLUTION: Take certain adventure game ideas and mix them in with the racing.**

*Diddy Kong Racing* is being billed as an Adventure Racing Game. Instead of the four different cups of *Mario Kart*, the tracks in *DKR* are accessed from a central 'world' similar to the environments found in *Mario 64*. From here, your character should be able to find four differently themed rooms, each with six doors. Behind four doors are different racing tracks, behind another is a boss, and behind another is a battle game.

To open all six doors in one of the themed rooms, your character must collect the correct number of golden balloons. These can be found scattered around in the large adventure world outside, but are more usually earned by finishing first in a race. The boys at Rare promise that, as long as you've got the right amount of balloons, you can choose which order you race the tracks – there's none of the linearity of *Mario Kart's* four trophies here.

**PROBLEM: Most racing games have only one type of vehicle.**
**SOLUTION: *Diddy Kong Racing* includes kart, hovercraft and aeroplane racing.**

If we hadn't seen *Diddy Kong Racing* in action we'd not be convinced that one game could master three completely different driving styles. It'd sound too much like trying to cover all the bases but not achieving any one satisfactorily.

The great news for N64 owners is that all three vehicles handle superbly and feel completely different to drive. Some courses are designed for aeroplane skirmishes, some for the personal hovercraft and some for the plain old kart. Incredibly though, if you achieve enough in the game, you can opt to race any of the tracks with any of the vehicles – before you start they magically re-form to put the power-ups and other game objects in the right places

**PROBLEM: Many of the N64 racers have looked a bit bland.**
**SOLUTION: *Diddy Kong Racing* sets new standards for graphical excellence.**

Look at these screenshots! Look at them and now imagine how much better the game looks when it's running. The detail, the clarity, the fantastic effects just thrown away on background irrelevance. *Diddy Kong* will sport the best N64's graphics to date.

**PROBLEM: In *Mario Kart 64*, the power-ups mean that races are often decided by chance, and computer cars cheat to provide single-player challenge**
**SOLUTION: No cheating by the CPU.**

One of the first things the Rare designers decided was that the computer-controlled cars would not be able to cheat: there'd be no magical acceleration of trailing cars or computer-control of power-up strength.

Thus, in *Diddy Kong* power-ups are pre-set and you run over specific colours of balloon to pick up a specific power-up. What's more, the power-ups can themselves be powered-up by running over more balloons of the same colour. To keep the scale of difficulty on the increase, the tracks become noticeably harder, and interesting race variations are thrown in to make things more difficult.

**PROBLEM: Racing games are over too soon.**
**SOLUTION: Make a racing game with so many different aspects, hidden extras and sub-sections that it could take as long to complete as *Mario 64*.**

The imaginative effort that's been put into Diddy Kong Racing leaves you really only wondering why no-one's done this sort of thing before. Briefly, *DKR* goes something like this:

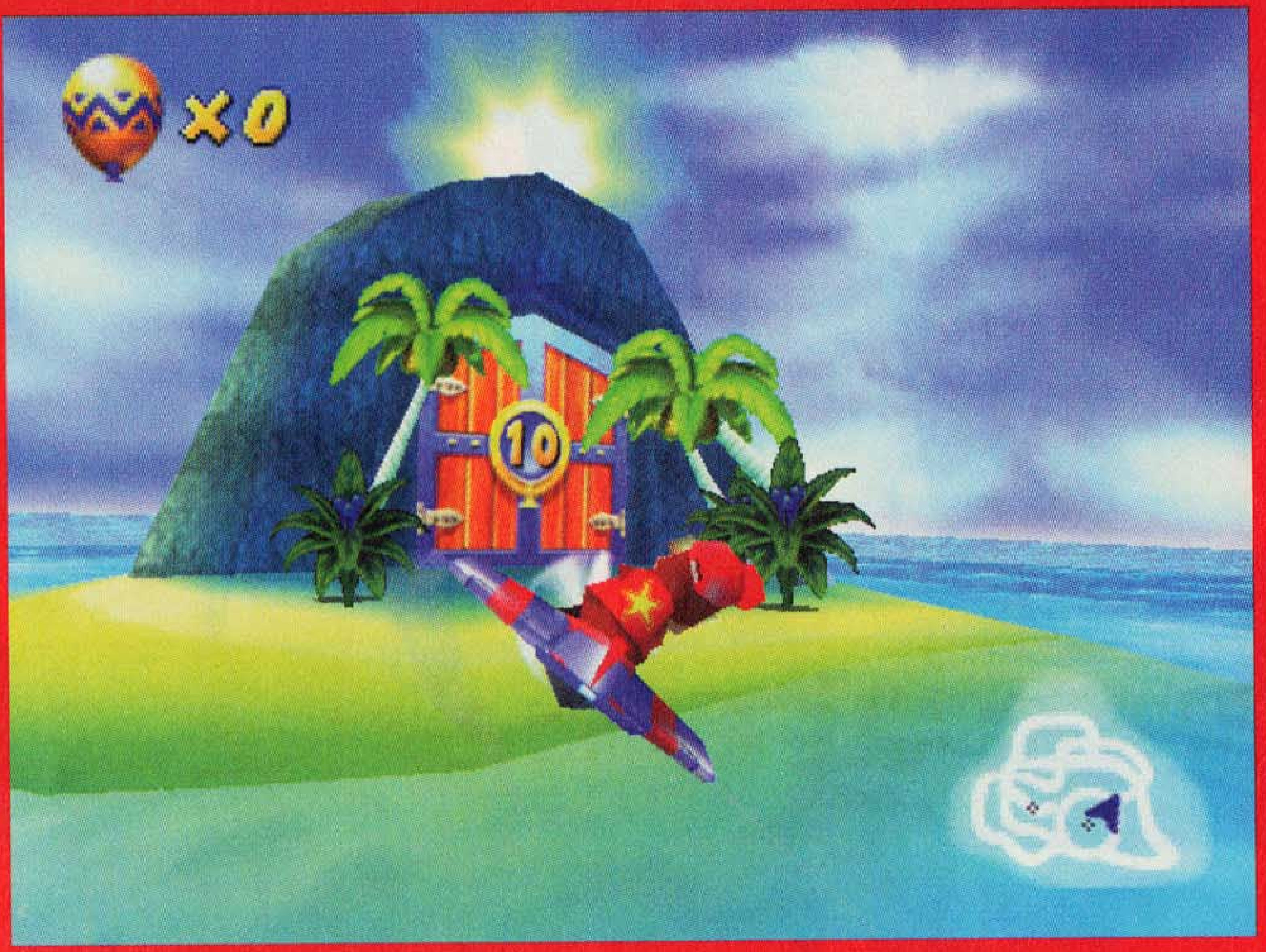
- Beat all four tracks in a race world to race the boss.
- Beat the boss for four new track challenges. (Finish first on all four and collect a preset number of silver keys hidden around the course – while you're racing, of course.)
- Re-race the boss in a super-hard mode and earn new game modes for the four tracks (including a fully-fledged Grand Prix mode and a TT Challenge).
- Repeat in any order for all four race worlds.
- Achieve 'first' finish.

On top of all this there are four perfectly-formed battle modes (one brilliant one with the plane, a nest and some dinosaur eggs) and a wandering Genie who'll set his own challenges to win pieces of a mysterious secret trophy.

Rare say it takes their staff three to four hours to get to the game's first 'finish' point, and that it'll take a novice 30-40 hours. They also promise that the first finish point actually comes only 60% of the way into the game, and that there's a massive surprise at the 'proper' end tens of hours later "quite unlike anything you've seen before".

We believe them as well – they don't mess around here at Rare.

5TH
LAP 1/3
×0
TIME 00:02:25



The '10' on the door means you'll need ten golden balloons to get in.

1ST
01:10:22
2ND
01:10:26

The planes are chuffin' superb.

The Karts use the same controls as Mazza Kart but work in a different way.

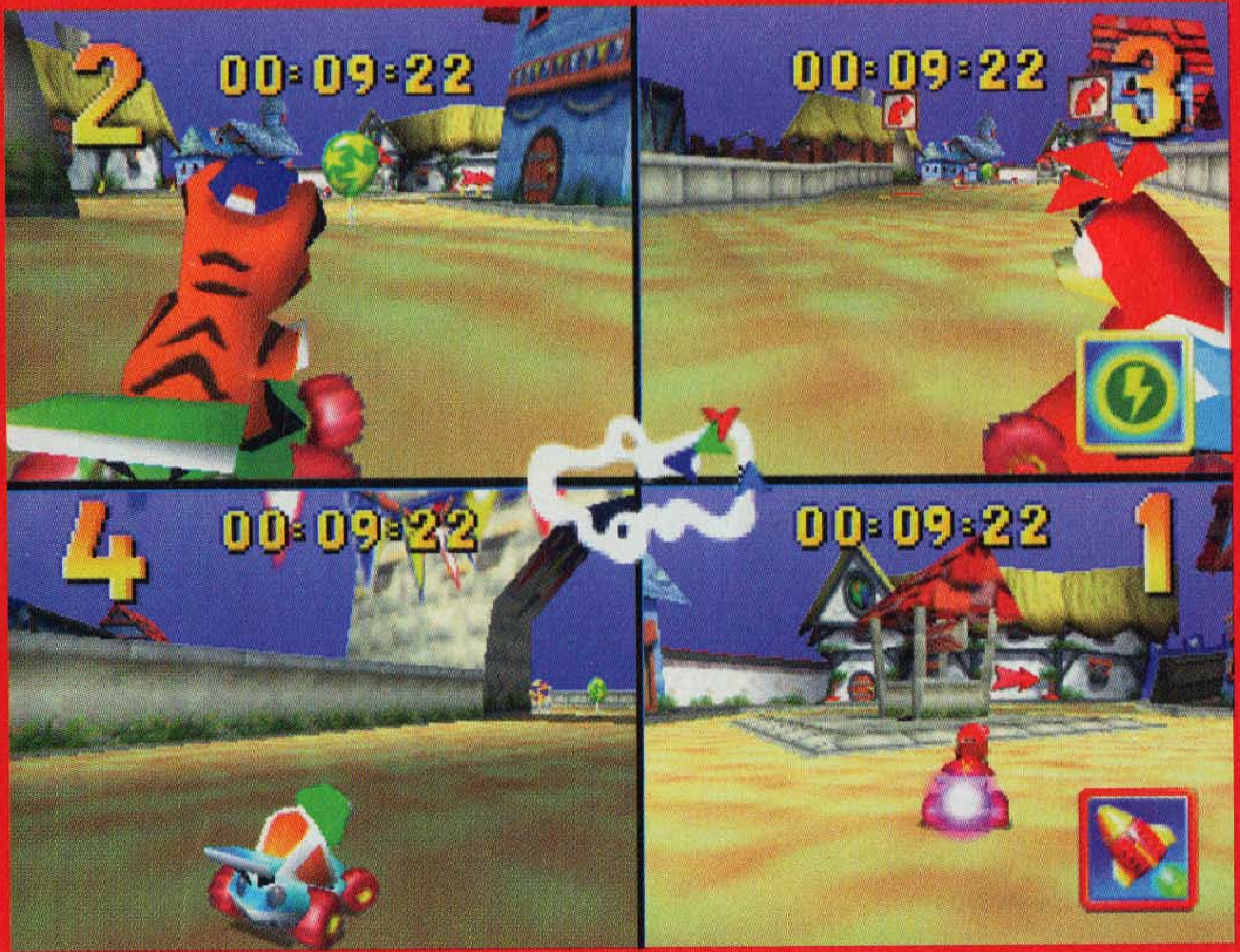
4TH
LAP 2/3
00:55:71

## N64'S FAVOURITE DIDDY MOMENTS

- The fish swimming around in the water levels.
- The enormous snowballs rolling down the hill WITH EYES!
- The pterodactyls flying about in the Dinosaur world.
- The way the race characters put their arms over the backs of their carts and steer with one hand when they're reversing.
- The stupendous cut scenes – the N64's best yet!
- The Brontosaurus – fire missiles at him to get him out of your way when you're racing.
- The shortcut hidden down the well in Dragon land.
- The bosses – enormous polygon monstrosities that're the best since *Mario 64*.

*The four-player games are a real battle of skill and power-up know-how.*

*The polygon-modelling of the characters gives them a more realistic look and feel.*



**CHARACTERS**
*Eight playable plus secrets*

**CAST LIST**

| | |
|---|---|
| *Timber* | *Bumper* |
| *Conker* | *Tiptup* |
| *Drumstick* | *Pipsy* |
| *Banjo* | *Diddy* |

**CHARACTER MODELLING**
*Polygon*

**NUMBER OF TRACKS**
*16 plus secrets*

**TRACK THEMES**
*Prehistoric*
*Water*
*Snow*
*Medieval*

**PLAYERS**
*One to four*

**CONTROLS**
*Analogue steering, accelerate, brake, power slide and power-up*

**POWER-UPS**
*(Each in three power stages) Missile, Speed-up, Shield, Oil Drop*

**CAMERA VIEWS**
*Four, all behind racer.*

**BATTLE GAME**
*One for each world plus secrets*

**BOSSES**
*One for each world plus final*

**SPEECH**
*Samples for every character*

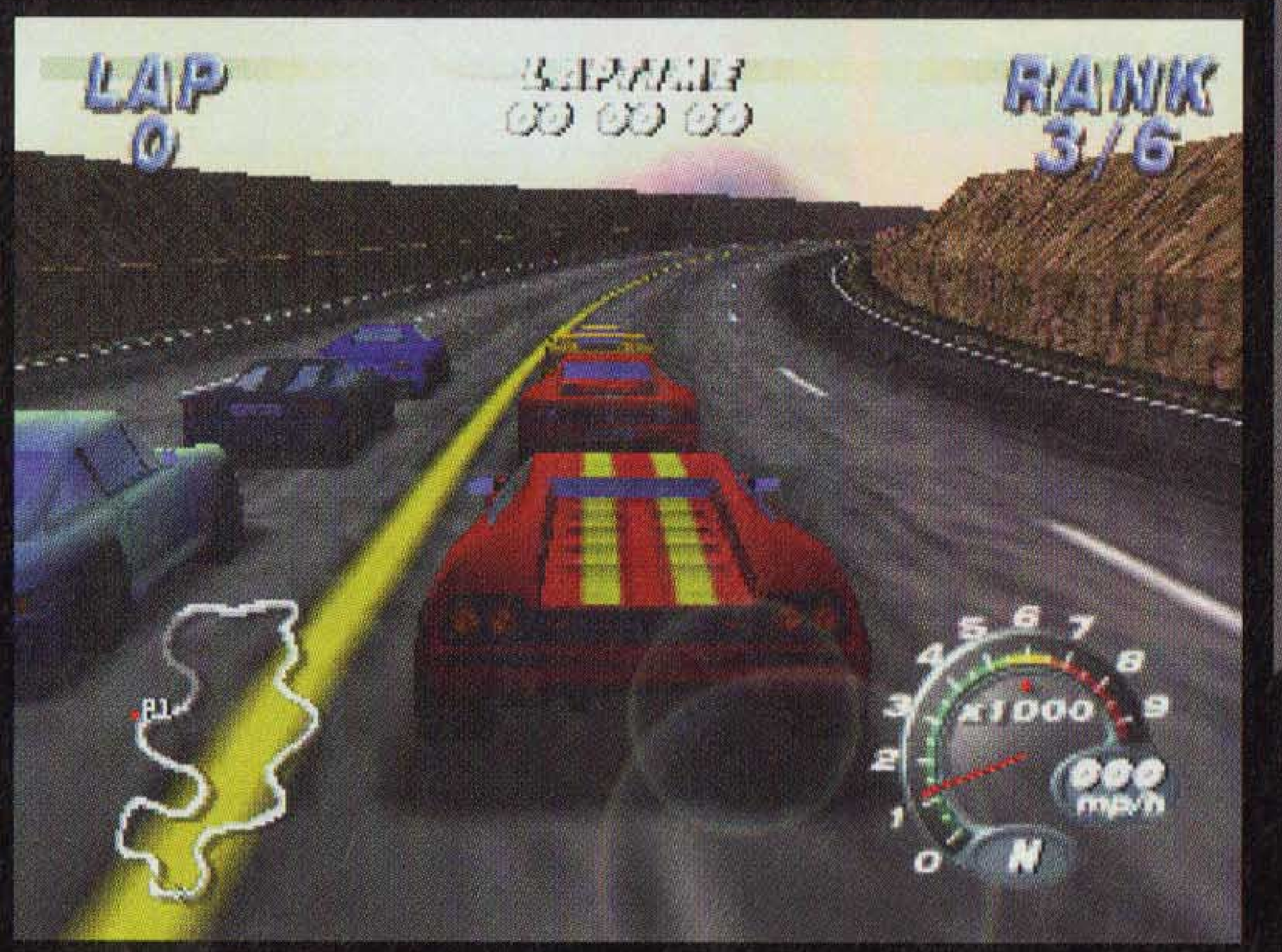
**The demonstration over, the joypads are taken politely but firmly from our perspiring hands. "Can we take some photos?" asks James, our budding amateur photographer. The Rare staff talk confer for a moment before replying that they'd prefer not to be in any pictures, if it's all the same to us. Oh, and no photographs are allowed outside of the boardroom either.**

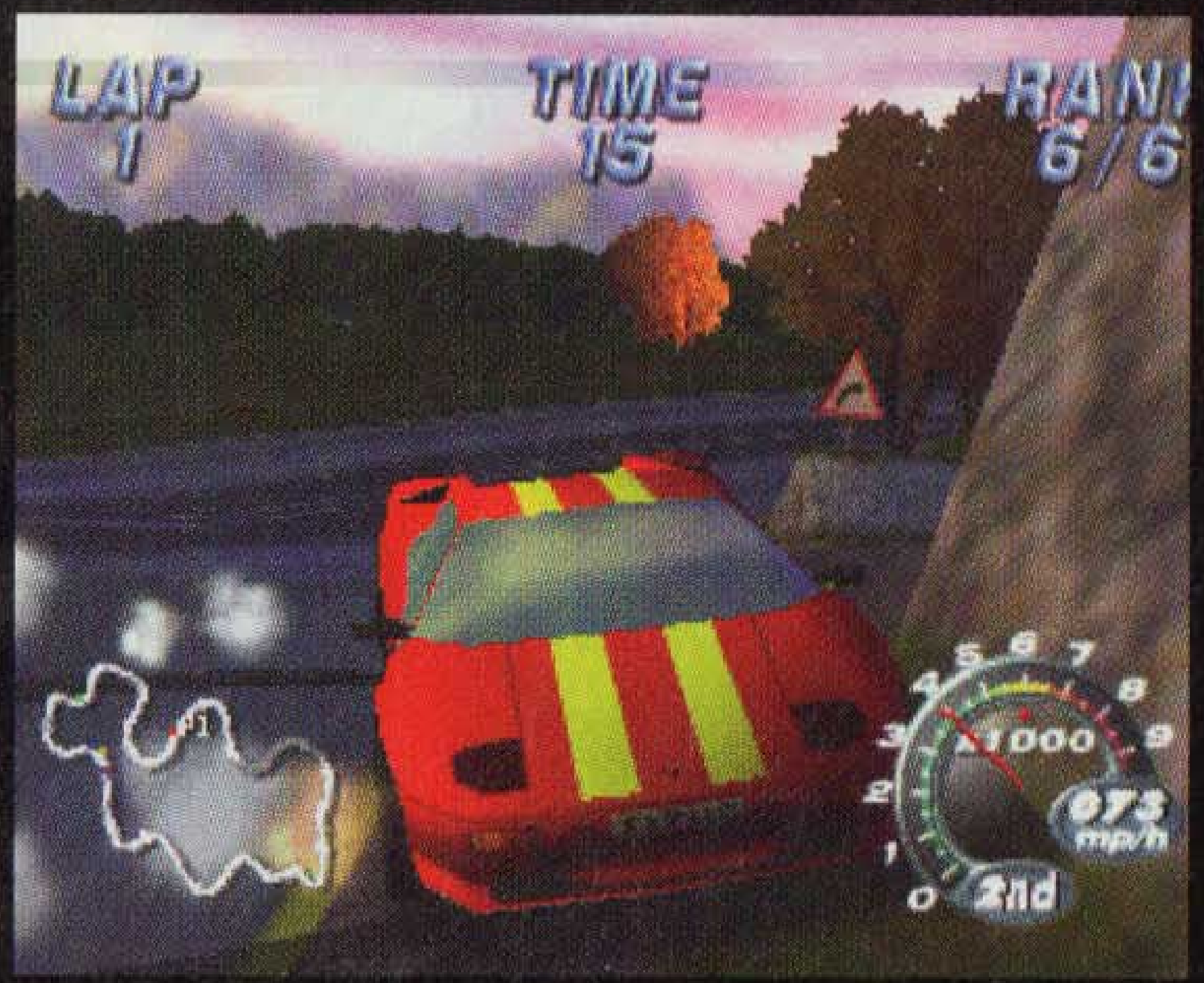
W're still consoling James – he'd brought his brand new camera with him and everything – as we're lead out to our waiting taxi and cheerily waved goodbye. We reflect, as the security gates diminish in the rear-view mirror, they we might just have seen the game to beat *Mario Kart 64* hands down. It's a strange old world at Rare…

**TO BE CONTINUED…** We'll have a full review of *Diddy Kong Racing* – subject to security clearance – in issue 9.

## TITUS'S RACER TAKES SOME FANTASTIC STRIDES FORWARD

# LAMBO

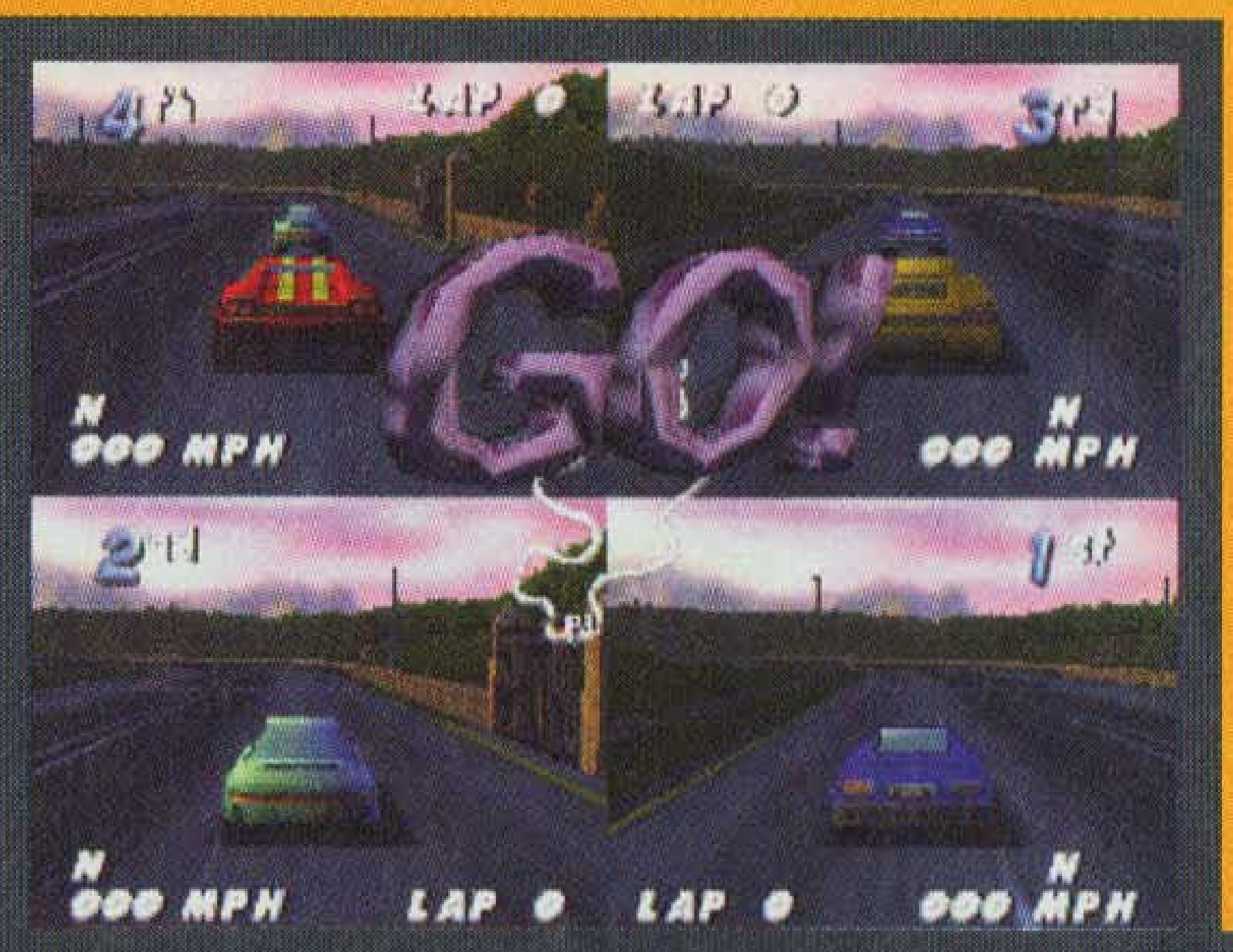


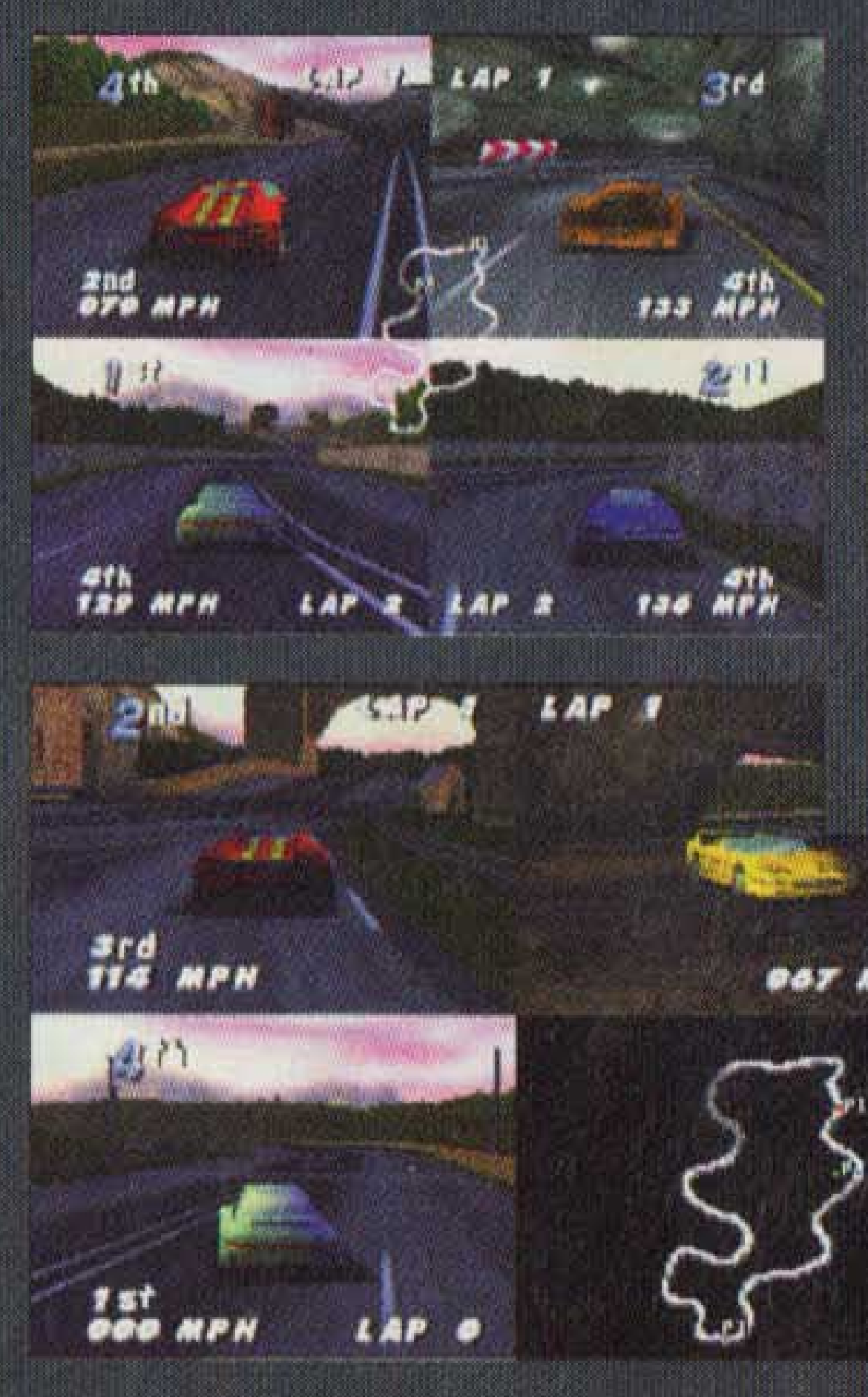


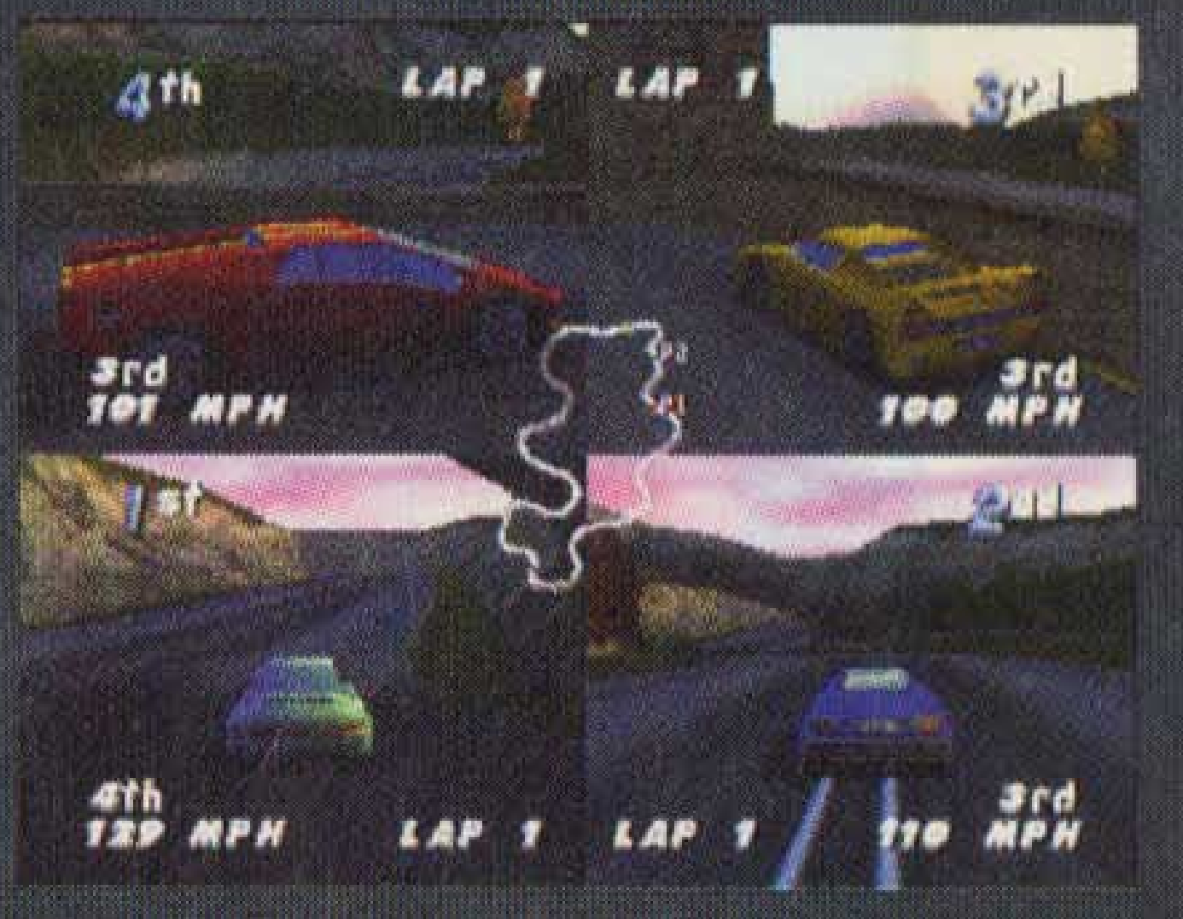
Quite how the game's camera has managed to capture this shot is anyone's guess. Could it be part of a replay sequence?

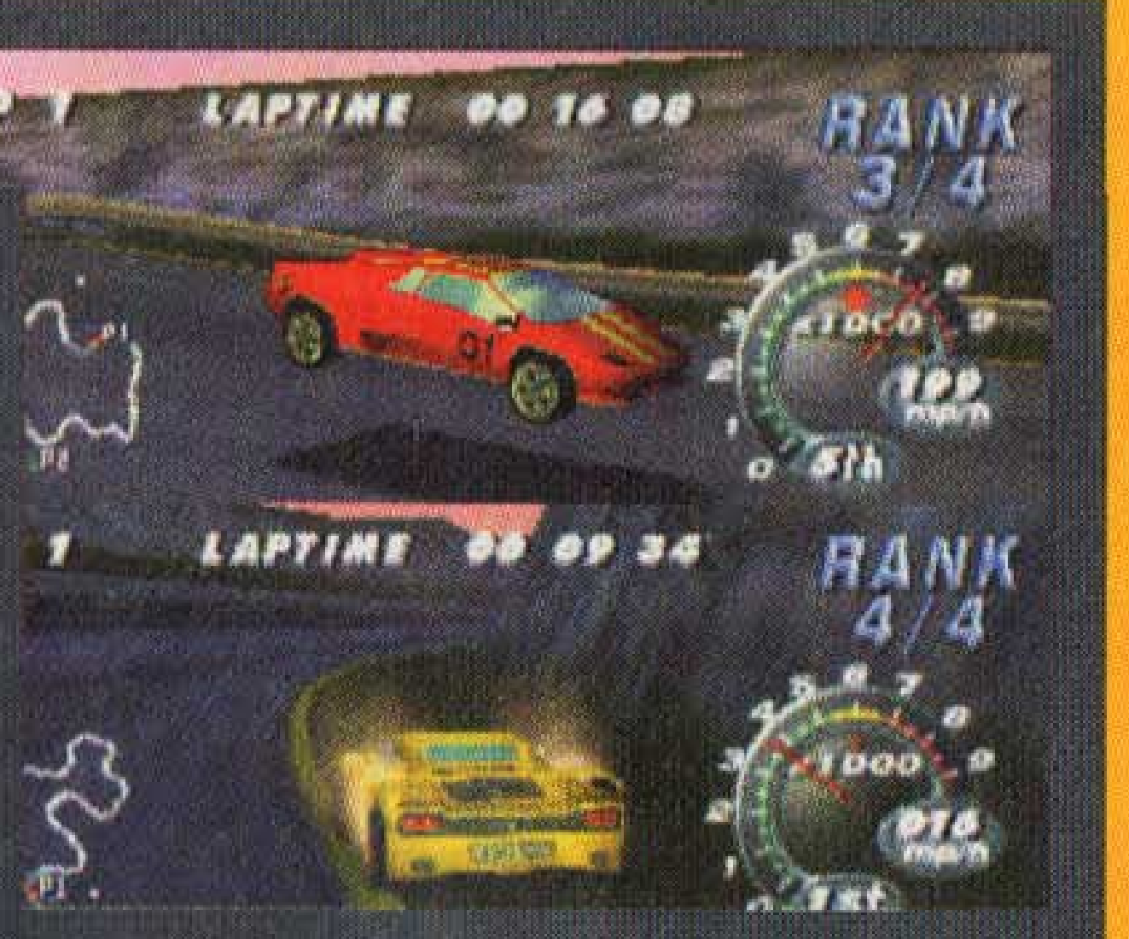
## Four-tunately...

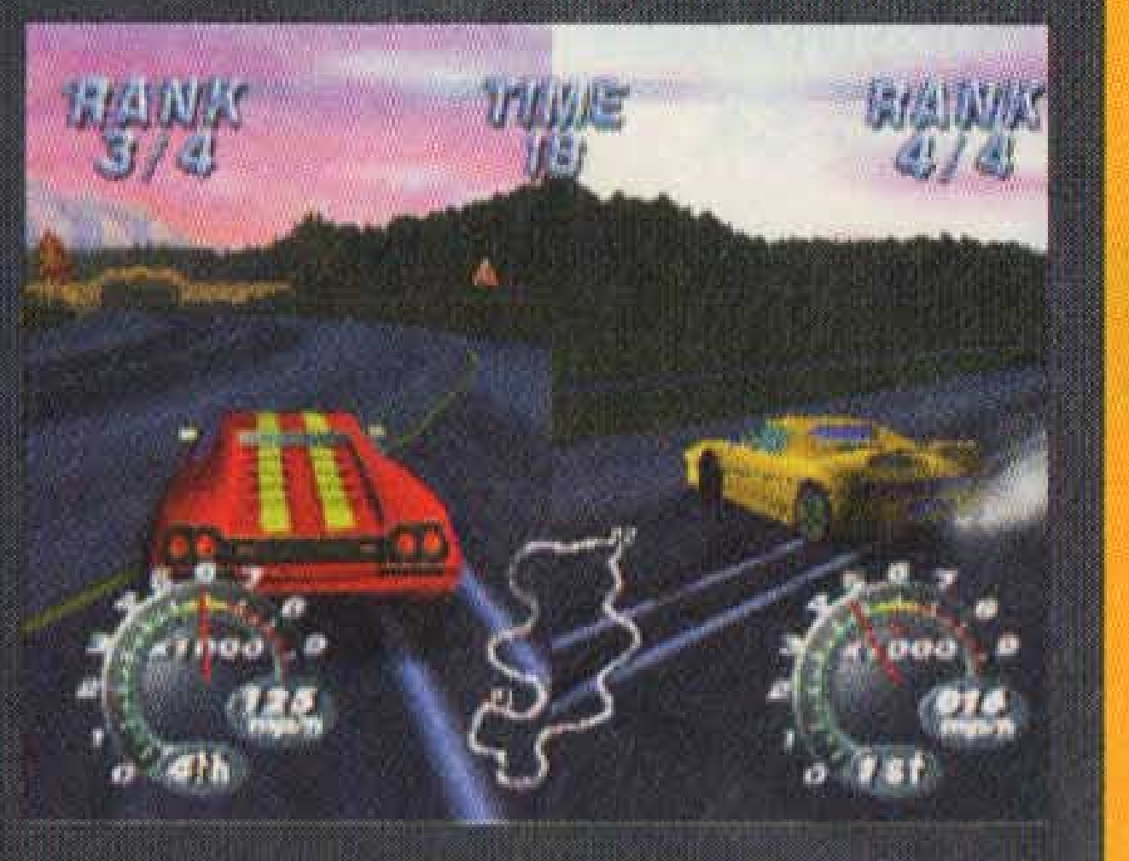
Yep, four-player car racing is on its way with *Lamborghini 64*. If you haven't got four controllers, though, the three-player mode and the two-player effort will no doubt be of interest. In two-player, you can opt to split the action either vertically or horizontally, giving the game practically the best multi-player options yet seen on the N64.





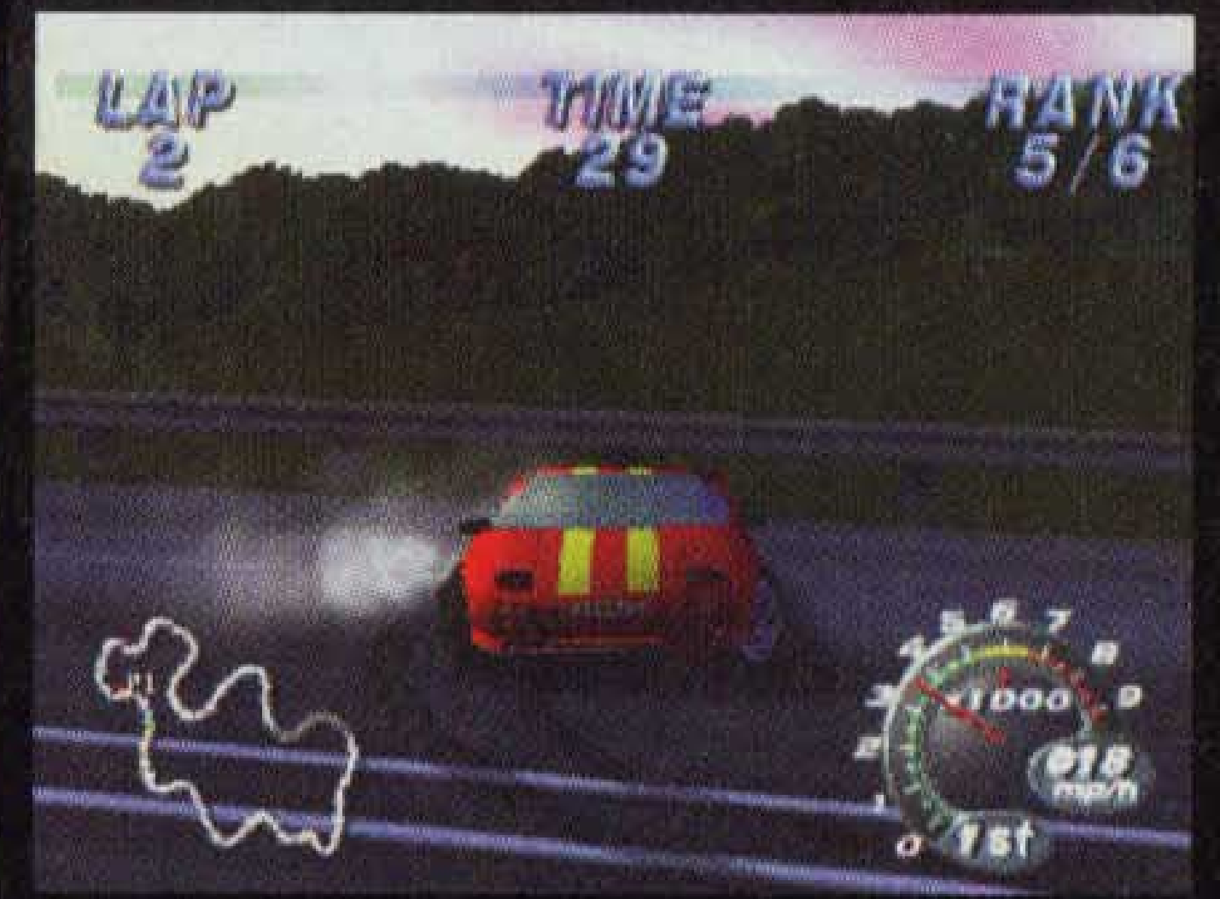


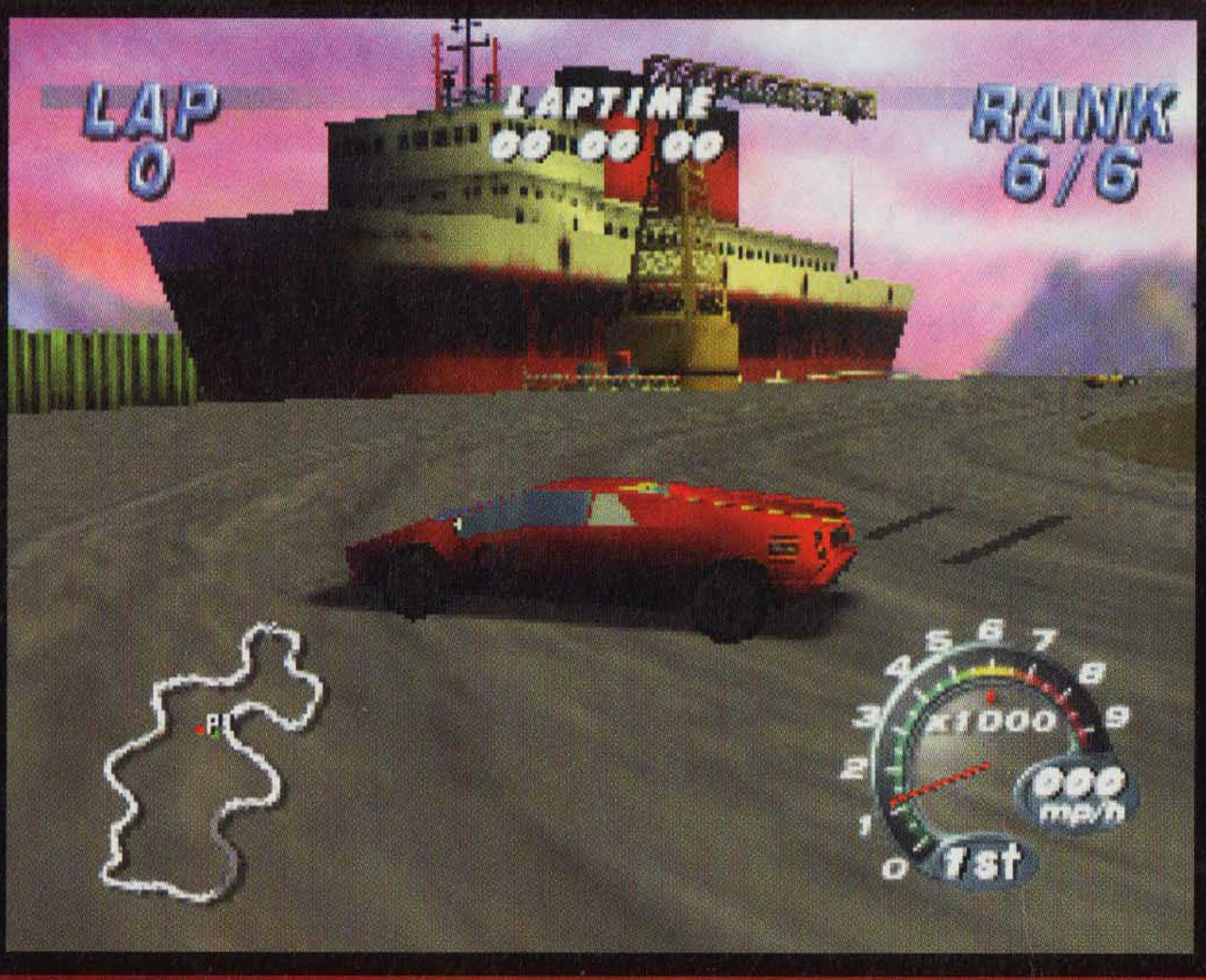




It's the two, three and four player mode that's kept us coming back to Mario Kart. Will it be the same for Lamborghini 64?

Nice smoke effects out of the back of the car there. Driving like this isn't normally advised, though.



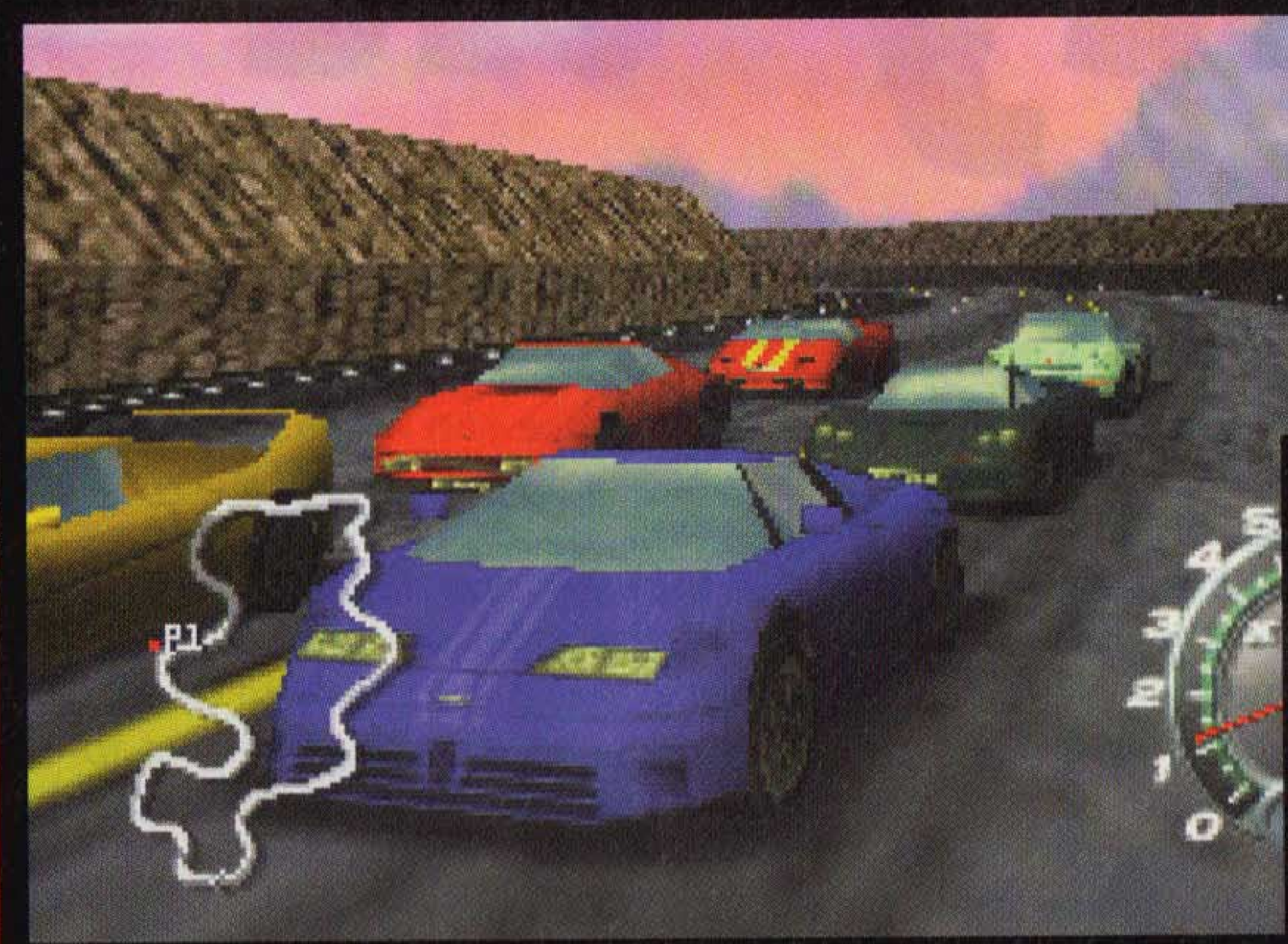


Shots like this suggest that Lamborghini 64 has more than enough background eye fodder.

# RGHINI 64

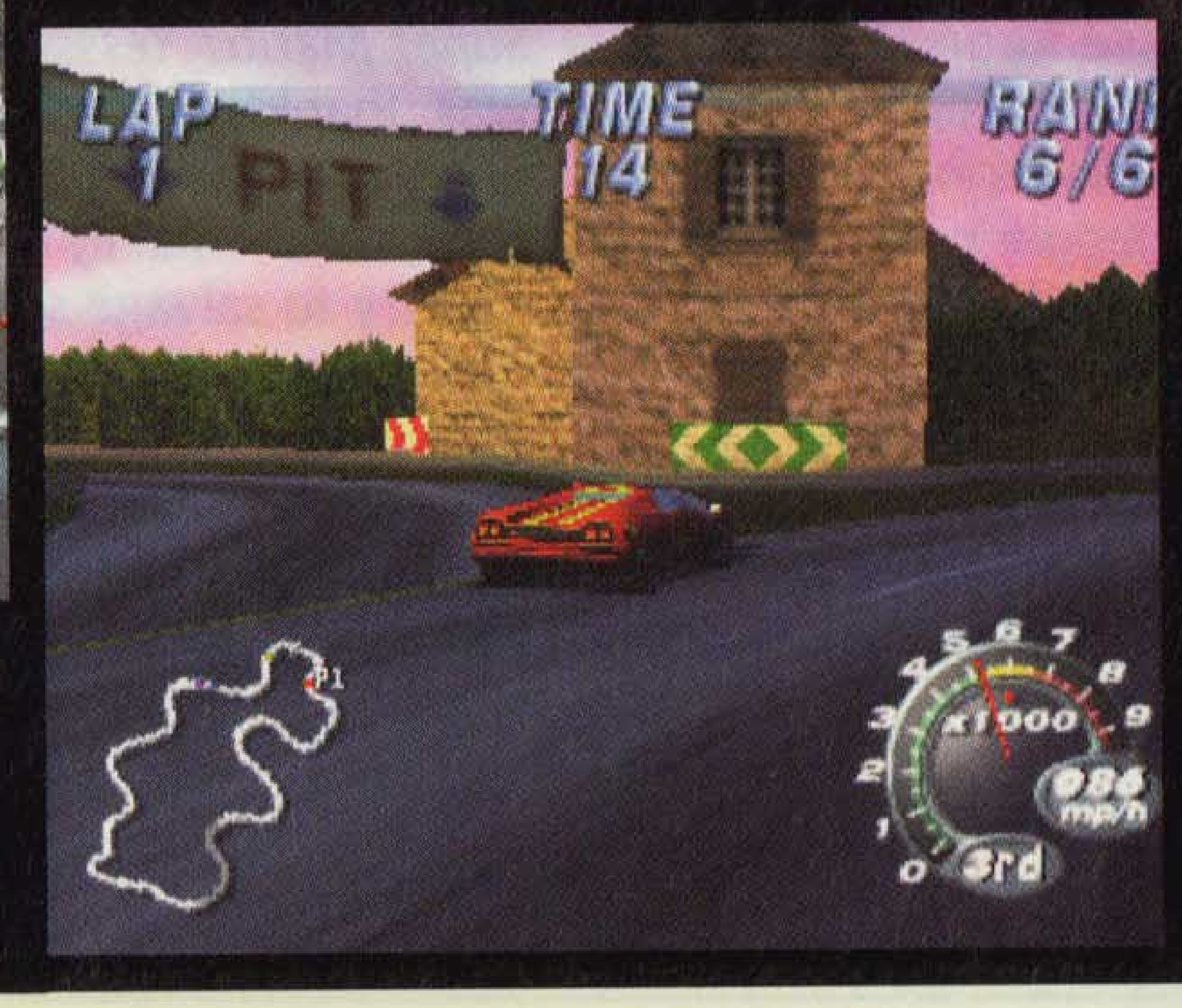
## pure ghini-us

**Lamborghini 64**
TITUS
September '97 1-4
UK release TBA



△ *Looks as if there'll be a maximum of five other performance cars to pit your racing wits against.*

*Lots of racing games have included a pit section but how important will Lamborghini make it to the actual game?* ▷



LAP
2
TIME
17
RANK
6/6
x1000
mph
1st

**It's rare that games show great leaps in development so close to their release date – *Lamborghini 64* hits America, after all, but Titus's racer has surprised us all. As these screenshots show, the graphics are as superb as ever – easily comparable with Seta's *Rev Limit* – but now, instead of being a two-player game, the maximum number of participants has been doubled to four.**

The new four-player mode seems to work in a very similar way to *Mario Kart's*, with the screen area being divided neatly into four sections. And, although nothing moving has yet been seen, these screenshots appear to show that each of the four driving screens maintain a high-degree of trackside detail. When it comes to a game's lifespan, anyone who's played *Mario Kart* knows the value of multi-player racing. The excitement generated by racing your mates – battling around corners, playing dirty and just edging them out on the finishing line – is a million miles away from a race against the CPU. While many console racing games have managed a two-player split screen set-up, *Lamborghini* is the first straight racer to attempt four.

However, not content with announcing the first N64 four-player racing simulation, Titus continued their shock tactics with the announcement that *Lamborghini 64* would now boast a whopping six tracks on release, twice that of *Multi Racing* and three times the number so far announced for *Rev Limit*. While no details were given of these new tracks – if they were themed in any way of if they were graded by difficulty – glancing at the course maps for those made public suggest pretty lengthy circuits. If all six end up this big, *Lamborghini 64* might just end up being the most expansive of the 3D racers the N64 has to offer.

With the two of the most important issues regarding a car game clearly reaching into the gold standard, Titus obviously don't want any other aspects letting the side down. As reported in **N64**/6, the game has already had its control system tweaked to modify the sensitivity of its handling, and it now includes enough different extras to keep all but the most demanding of drivers happy. The most welcome of these – from **N64**'s point of view at least – are active pitstops which allow damage incurred in a race to be repaired, tyres changed and vital race fuel added. This feature also gels nicely with the game's option to race over a player-defined number of laps in five different modes: Arcade, Tournament, Championship, Time Trial and the mysterious Secret.

On top of all this, *Lamborghini 64* is also expected to provide the more standard racing features. There will be four different supercars to choose from (including the eponymous Lamborghini Diablo) with three different types of transmission: automatic, semi-automatic (no clutch) and full manual. The game will be Rumble and Controller Pak compatible – presumably via having the Pak in a non-active joypad – and you'll be able to save all your best race and lap times. No news on a ghost mode, but we wouldn't bet against it.

September 23rd is the US street date for the game, with a PAL version following on soon. Now that *Rev Limit* and *Top Gear Rally* are also due before Christmas, it's going to be abusy time for racing fans.

**TO BE CONTINUED...** We'll have a review of the US *Lamborghini* next issue.

# PLANET 64

## NINTENDO 64 NEWS CENTRE

# Quality over quantity at

Olympia, in Kensington, the annual home of the ECTS computer games trade show, is *not* the Georgia Dome. Instead of five floors, it has two. Instead of being seven minutes long, it's two minutes. (Although, invariably, that's cut down if people walk straight rather than weaving a line in front of you like they're auditioning for Fame.) More significantly, though, while E3 gave a tantalising glimpse of what Nintendo are up to, ECTS gave a tantalising glimpse of what they're not.

*Banjo-Kazooie*? Nope. *Conker's Quest*? No. *Diddy Kong Racing*? Oooooh, no. *Starfox*? Yep. *Shadows of the Empire*? Mmm. *Pilotwings*? Tsch. *Super Mario*? Yessss. *GoldenEye 007* was, thankfully, present, but in all honesty it was left to third-party publishers – mainly Konami and Acclaim – to try to salvage something N64-like from a distinctly PlayStation and PC-dominated show.

Still, however small Nintendo's stand was, they can at least seek solace in the fact that Sega were ten times worse off, and hidden away in an adjacent hotel. The once-fierce battle between Nintendo and Sega seems to have been won, in Europe and America at least, by Nintendo. Sony are now definitely the ones to worry about. (Their stand, unsurprisingly, was mightily impressive).

But the good news for any N64 patriot is that there's likely to be six or seven new, top-quality games out for the machine come Christmas. Nintendo themselves have signed up the rights to publish *Top Gear Rally*, *Lamborghini 64* and *Bomberman 64* over here, and

## Showing off

So, what were the new games on show at the end of the District Line? And how are they shaping up? **N64** Magazine reveals all…

### PLAYABLE ON THE N64

**GOLDENEYE 007**
(Rare/Nintendo • November)
Easily the finest shoot-'em up of all time. And – would we dare? – the most impressive N64 game yet.

**TOP GEAR RALLY**
(Boss/Kemco • November)
Reviewed next month. Better than Multi-Racing Championship by a mile. Slick, fast aaaaand no pop-up.

**EXTREME G**
(Probe/Acclaim • November)
Still face-smashingly fast, but is it too fast? Multi-player mode, with its reduced screen, left us confused.

**FORSAKEN**
(Probe/Acclaim • 1998)
Looks extremely lovely. The N64's answer to Tunnel B1? Yes. But better. Hopefully.

**NFL QUARTERBACK CLUB '98**
(Iguana/Acclaim • November)
Turok's creators have gone to town on QB, and the results look astonishing. But it is American football.

**NAGANO WINTER OLYMPICS**
(Konami • December)
Mmm. We're undecided. The events are all in there, but is curling really the stuff 60 quids are made of?

**G.A.S.P**
(Konami • 1998)
Much still to do till Konami's beat-'em-up is finished. Thus, the playable version wasn't too special. Needless to say, Konami will give it some sheen.

**WCW vs NWO**
(T•HQ • 1998)
Well, it's wrestling. But it'll go down a storm in the good ol' US of A.

**SILICON VALLEY**
(DMA/BMG • 1998)
Two extra levels further confirmed SV's promise, but don't expect it now until well into next year.

**SAN FRANCISCO RUSH**
(Atari/Midway • Christmas)
Feels nice, but it's not quite the arcade conversion we'd hoped for.

**QUAKE 64**
(id/Midway • 1998)
It's certainly not from the Hexen 64 school of conversions. Nice to look at, fiddly to control but potentially great.

**DUKE NUKEM 64**
(3D Realms/Midway • October)
Looked over in more detail last month, Duke Nukem is full of great stuff though the sprite enemies are rubbish.

### PLAYABLE ON OTHER FORMATS

While N64 versions of the following games weren't on show, they're all earmarked for conversion.

**WETRIX**
(Zed Two/Ocean)
We confess, we didn't expect much from this. But the PC version on show was really good fun to play. Interesting…

**SPACE CIRCUS**
(Infogrames/Ocean)
Looks fantastic, and although the controls were fiddly on the PC, it'll be fine on the silky smooth N64 joypad.

**TONIC TROUBLE**
(UbiSoft)

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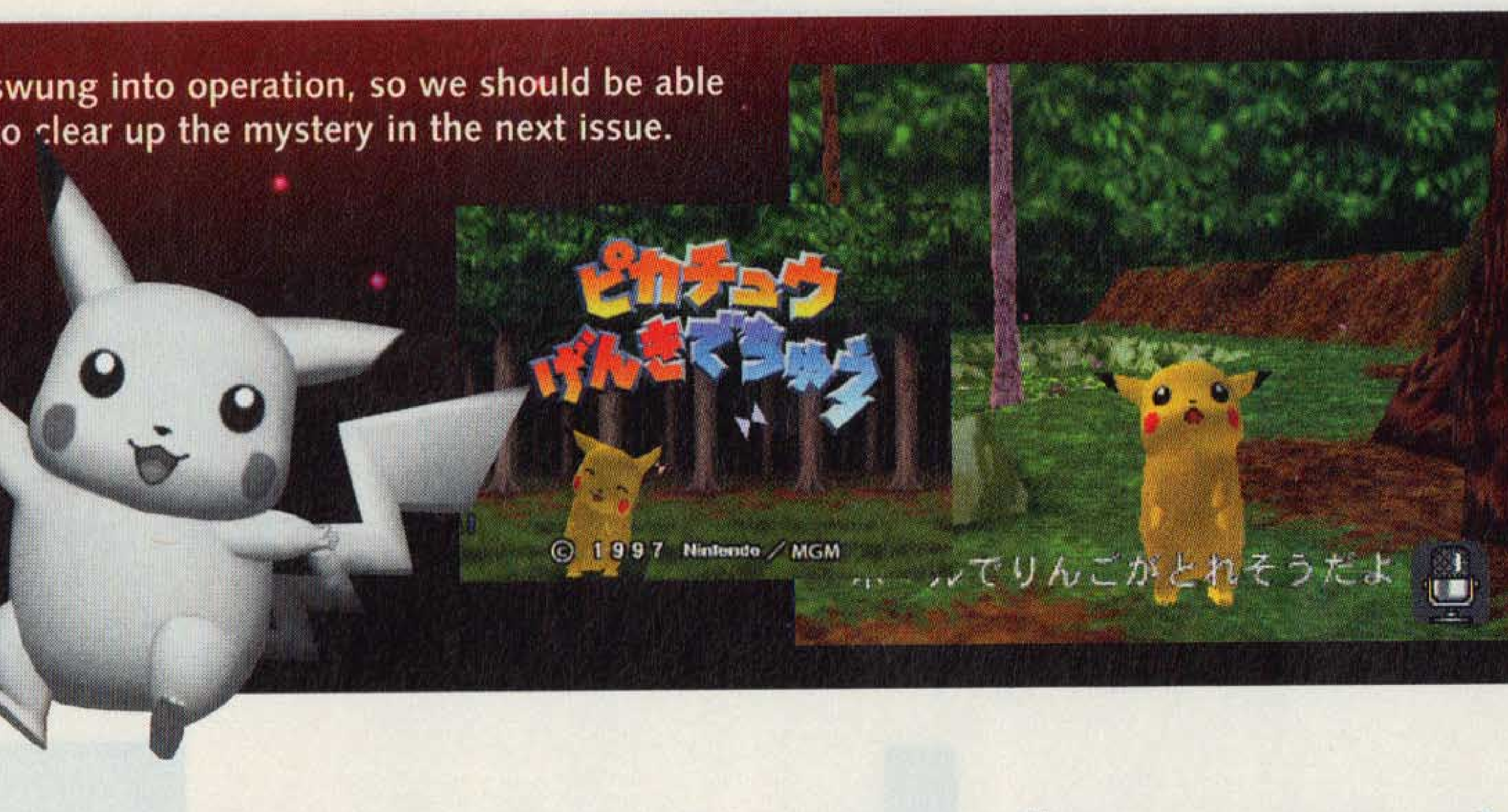
in shops
Next issue on sale
13th October

## ANY SUGGESTIONS?

Seconds before this issue of **N64** Magazine had to be handed over to the printers, we got our hands on some new screenshots of a Nintendo game. Nothing unusual there. The weird thing is, however, that WE'VE ABSOLUTELY NO IDEA WHAT IT IS. It appears to be being developed by Nintendo in partnership with someone called MGM, and stars what looks like a small, yellow cat. The name? Something like 'Pikachiyu Genkidechue', whatever than means. The **N64** Magazine investigative apparatus has swung into operation, so we should be able to clear up the mystery in the next issue.



## DEUTSCHLAND UBER ALLOSAURUS

A copy of the German version of *Turok* has fallen into our hands. And, as promised, all the human baddies have been converted into robotic humanoids who go 'clang' when you shoot them to avoid offense. Slightly disappointingly, however, our hero doesn't proclaim: "Ich… bin Turok."

**ECTS, Britain's answer to E3, hit London between the 7th and 9th of September. But did it give faithful Nintendo owners any of the games they deserve?**

# ECTS?

### By Tim Weaver

Welcome to ECTS
7-9 September
Welcome to ECTS TRADE ONLY

there's also going to be the phenomenally good *GoldenEye 007* (which is being optimised for its PAL release so it'll be – shock! – even better) and the almost-certain *Mario Kart*-beater *Diddy Kong Racing*. Add to that *Blast Corps* and (sigh) *Lylat Wars* and 1998 could see a far closer race between Nintendo and Sony.

Both, Acclaim and Konami, though, were showing games that hadn't been playable at E3. Acclaim had *NFL QuarterBack '98*, *Forsaken* and multi-player *Extreme G*, while Konami let loose *Nagano Winter Olympics* and beat-'em up *G.A.S.P!!*, as well as a rolling video demo of *NBA In the Zone '98*. Other third party companies showing off N64 games were T•HQ with grapple-fest *WCW vs. NWO*, Ocean with *Wetrix*, DMA with *Silicon Valley* and GT with *San Francisco Rush*, *Quake 64* and *Duke Nukem 64*. (Creations were there as well bit they were being a bit mysterious.) Still, the PlayStation started off slowly, and look where it is now…

*Another surprise. Running on the PC, Ubi Soft's likely second title looks magical, though there are really only locations to be seen so far.*

***GEX: ENTER THE GECKO***
*(Crystal Dynamics/Midway)*
*Certainly not a Mario-beater, but the PlayStation version looked really nice. And there'll be extra levels on the N64. Completely different to the first one. Thank God.*

***FIFA: ROAD TO THE WORLD CUP***
*(EA)*
*Difficult to say. Looks glorious but it still hasn't got the player fluidity of ISS64. Better than FIFA 64, though.*

***MORTAL KOMBAT MYTHOLOGIES***
*(Midway)*
*Not the radical departure from the MK games of old that we'd thought, but chin-scratchingly interesting.*

***EARTHWORM JIM 3***
*(Vis/Interplay)*
*Played like a gem on the PC, although a question mark still hangs over the non-controllable camera.*

## Shying away

All that, and then this too…

- *Software Creations, they of the forever-in-development Creator and Blade and Barrel, confirmed to our intrepid reporters that they have a further four N64 games in the pipeline. The first, Space Jelly, a space-based 3D platformer, could be seen on a rolling video demo. And it looked very nice indeed. James was quite taken with it, in fact.*
- *Gremlin will be launching into the N64 market. But first they're going to wait to see how it does this Christmas. The Sheffield outfit – renowned for their Actua series (Golf and Soccer) – didn't officially confirm anything, but with DMA recently coming under their wing, all roads would seem to point in that direction.*
- *GameTek's Robotech: Crystal Dreams has been delayed until March. This is now, officially, the most delayed game ever to have (not) existed.*
- *ISS 2 is in development. The follow-up – not to be confused with the forthcoming World Cup edition – will once again be put together by the Konami development team Major A. A release date is set for some time late next year. Well after the World Cup one, we presume.*
- *Interact are producing a recoiling gun for the N64. It'll be based around the PlayStation version which is about to hit stores. They've got lots of new pads on the way, too.*

## Blast Corps 'no borders' stunner

### And it's only fifty quid!

Congratulatory bouquets of flowers are in order for Rare's programmers. They've come up trumps with their UK conversion of *Blast Corps*, a copy of which we've finally managed to obtain this month. Not only does it fill the whole screen, without so much as a sliver of blackness, but the speed difference between the two versions is hardly noticeable. And, furthermore, it's 'only' £50, which, given what a fine game it is (we awarded it a Star Game medal and 88% in **N64**/5), makes it a very tempting proposition indeed.

Now, if only Nintendo's PAL programmers in Japan would get off their backsides and pull their fingers out. Or some combination of the two.

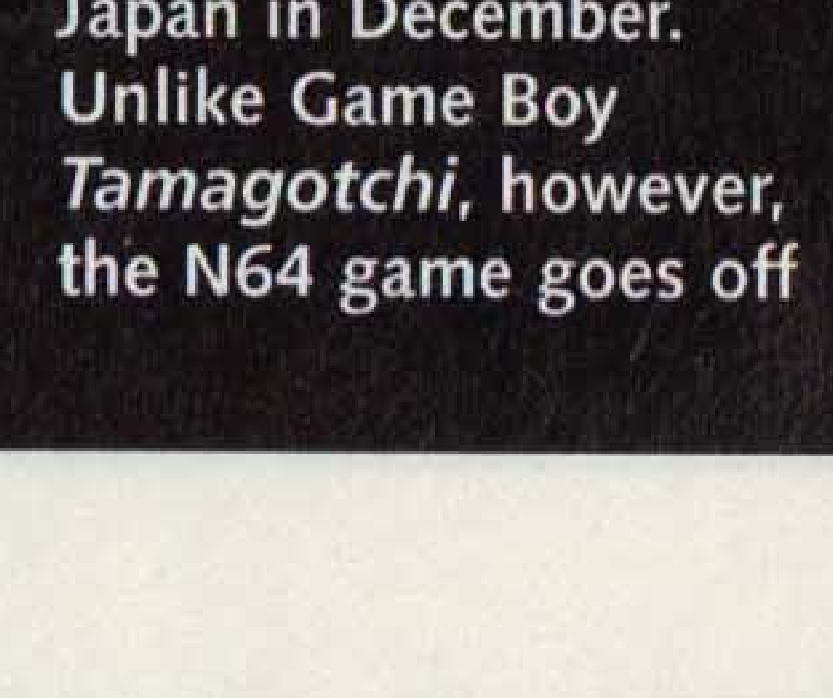
GO! GO!

### IT'S A PLANT

Paul's been growing an avacado stone in one of his empty Pot Noodle pots. It's now 12 inches high (measured from the top of the stone), and has four leaves. We'll keep you updated on the progress of Paul's plant in future issues.

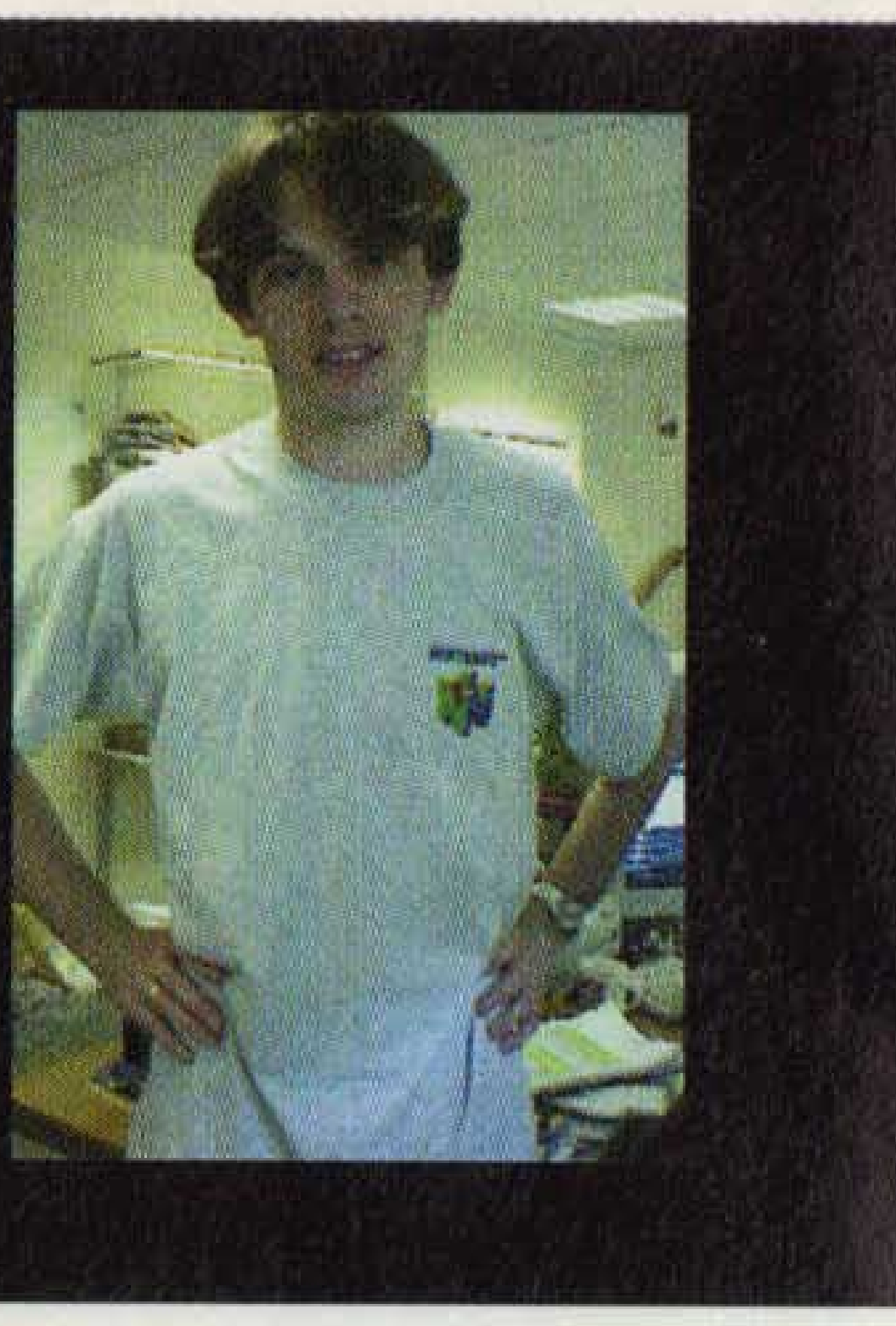
### TAMAGOTCHI FOR FOUR

Tamagotchi-loving N64 owners will be heartened to learn that Bandai, Nintendo and Hudson have teamed up to develop an N64 version of the game, which is due out in Japan in December. Unlike Game Boy *Tamagotchi*, however, the N64 game goes off at a bit of a tangent, working more like a board game. Up to four players each develop their own Tamagotchi by moving around a board and playing sub-games. We'll review the Japanese version as soon as we can get our hands on it, but if you hold your breath for a European release you'll likely to go an unseemly colour.

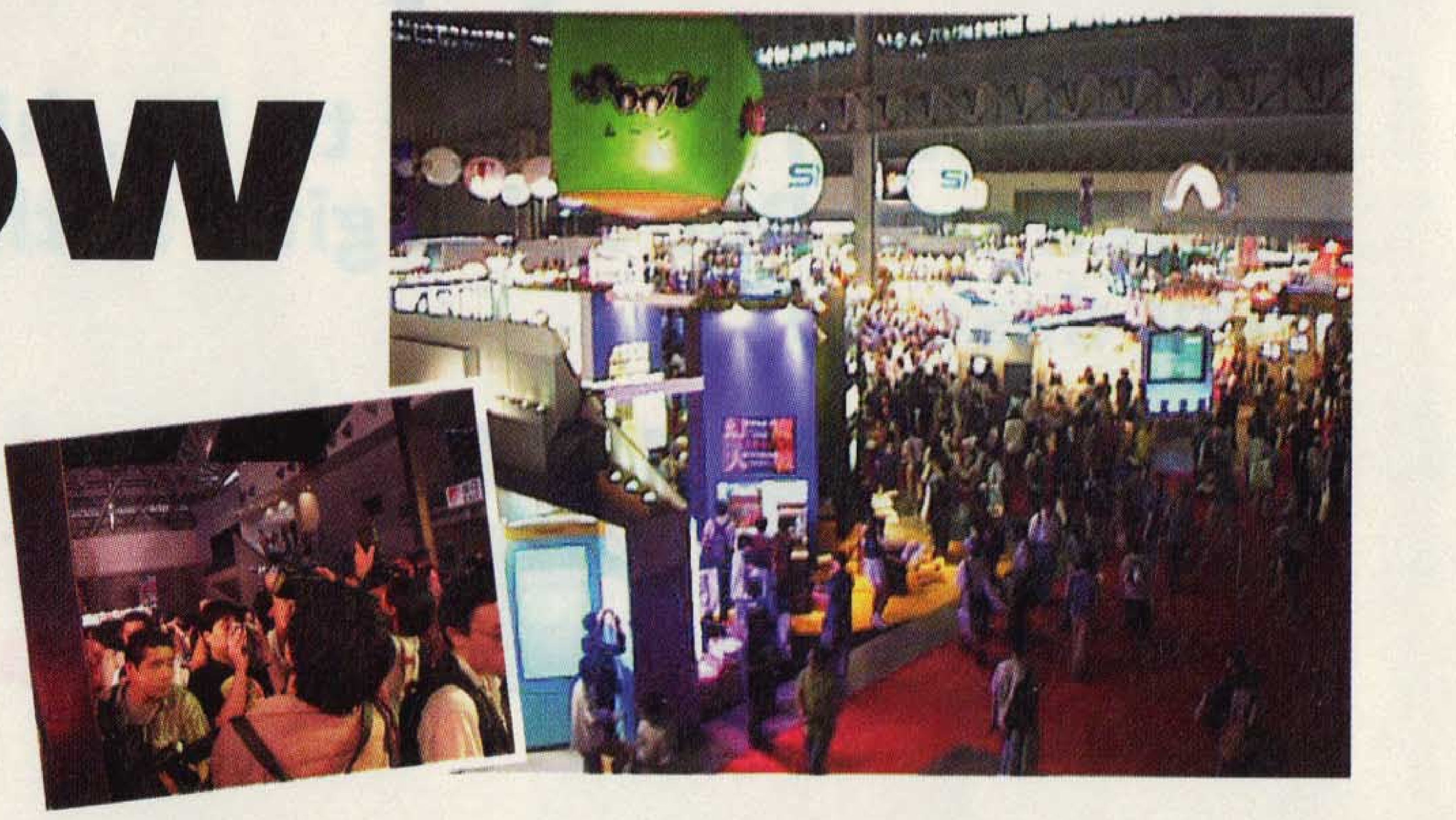


### T-SHIRT TRIUMPH

One man who'll definitely celebrating tonight is Andrew Burns of Bonnybridge, who has won the very small *Mario Kart 64* competition we ran near the beginning of issue 4, and who will therefore be receiving James's karting T-shirt in the post very soon. James says it still needs laundering, but he promises to pop it into the washing machine prior to dispatch (a vital action). As Andrew rightly spotted, a 100cc go-kart has two control pedals.



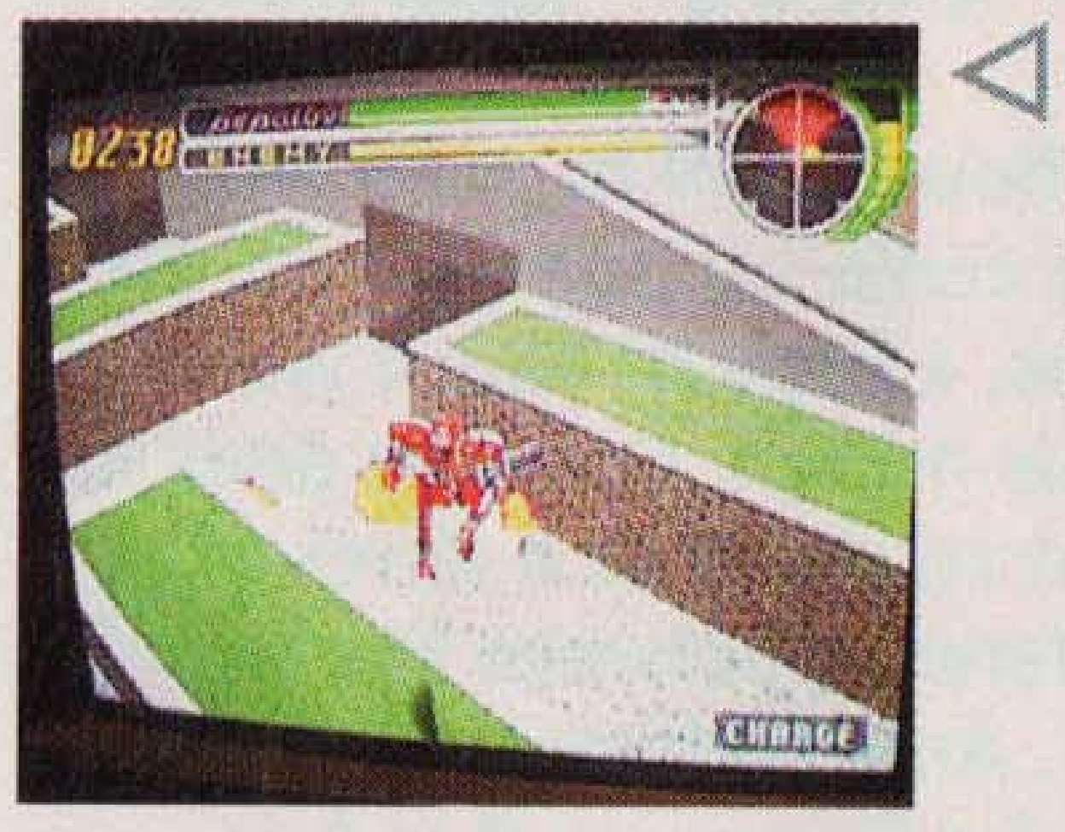
# Tokyo show quiet too



## With Nintendo saving themselves for their own Shoshinkai show, there weren't many surprises in Tokyo either.

### By Max Everingham

Coming hot on the heels of the Spring Game Show, and in the wake of E3, there were very few 'first looks' at the Tokyo Game Show '97 Autumn (sic), held in Makuhari Messe exhibition centre at the beginning of September. But there were one hell of a lot of people. 120,000 in fact, with 104 exhibitors, making it the biggest game show in Japan. A few games did, erm, 'pop up', however. (*Aero Gauge*, anyone?) There was a promising-looking golf game from T&E called *Augusta Masters 98*, 70% complete and slated for a December release. And Hudson showed a glimpse of *New Japan Pro Wrestling* and gave me a go on their *Virtual-On* clone, *Last Legion*. Konami had their tricky but fun *Hyper Olympics in Nagano 64*, looking cool in all respects and coming out at a suitably cool Christmas (as are the other games).



*Konami's Last Legion. A lot like* Virtual On.

Originality, though, was not the name of the game. Show, sorry. Here's a quick run-down:

### Surging forth

Looking good were Ubisoft's *Tonic Trouble* on video and Konami's *Hybrid Heaven*. Very enticing. Then there was Hudson's *Bomberman 64*. I had a quick go in four-player mode, and the ability to harass your opponents as a 'ghost' when they've supposedly finished you off is an excellent (and infuriating) inclusion.

### Hanging back

*Top Gear Rally* didn't look exactly dazzling (*Nonsense. It's great. – Ed*), and neither did the tongue-vaulting *Chameleon Twist*, Hudson's seen-it-all-before *Dual Heroes* and Konami's (last) *GASP!!*. *NBA Basketball* only marginally challenged my old Mega Drive version, and Imagineer's *Fighting Cup* (previously *Struggle Hard*) beat-'em-up wasn't drawing huge crowds.

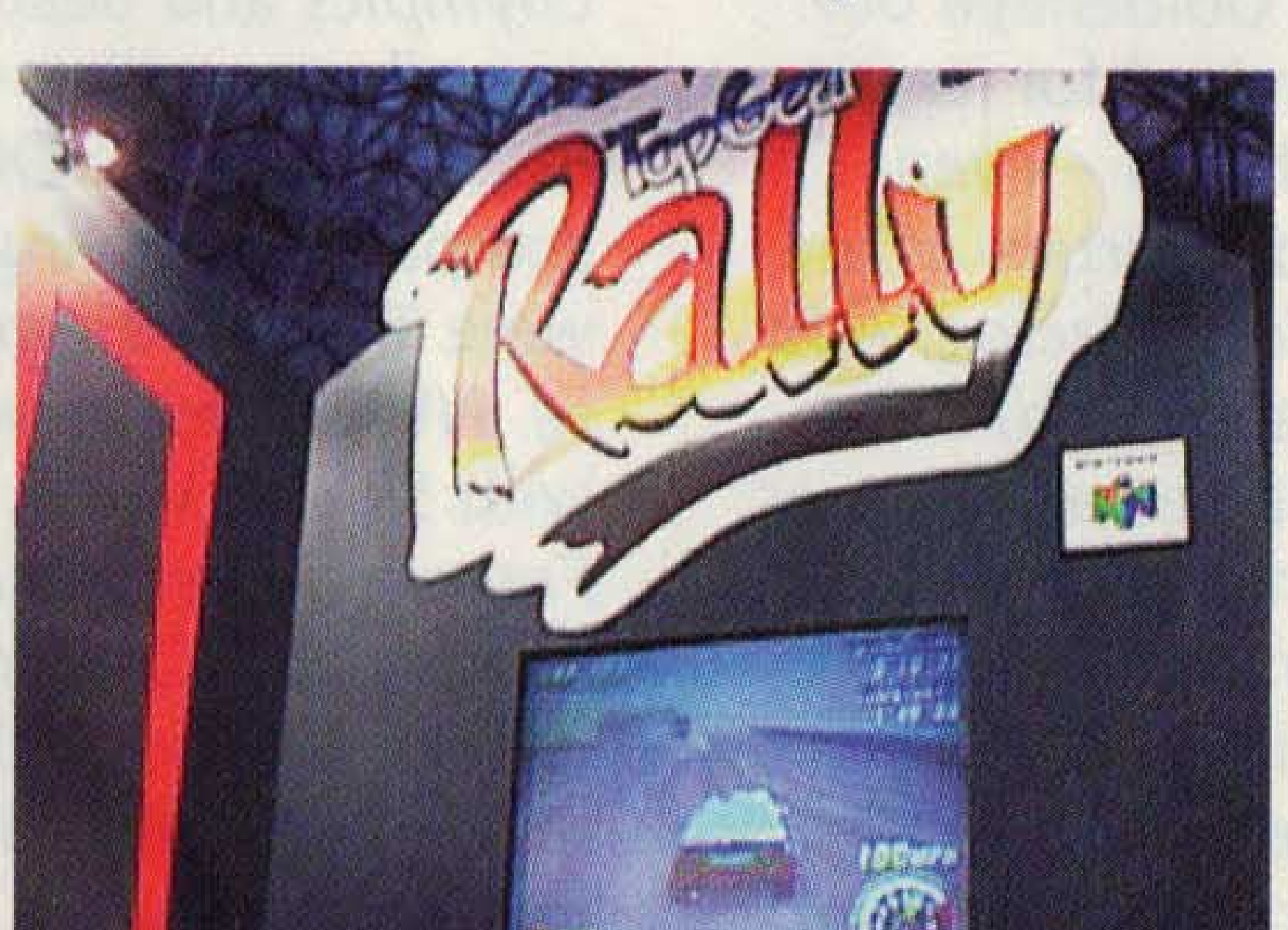
### Limping along

*Sonic Wings Assault* from Video System has been delayed till March 1998. And I can't say I'm looking forward to ASCII's *Aero Gauge*, bringing us shocking pop-up AND fog in a dismal *Wipeout* clone, and, please God say it ain't so, *Tamagotchi* for the N64 from Bandai. Noooo!

### No show

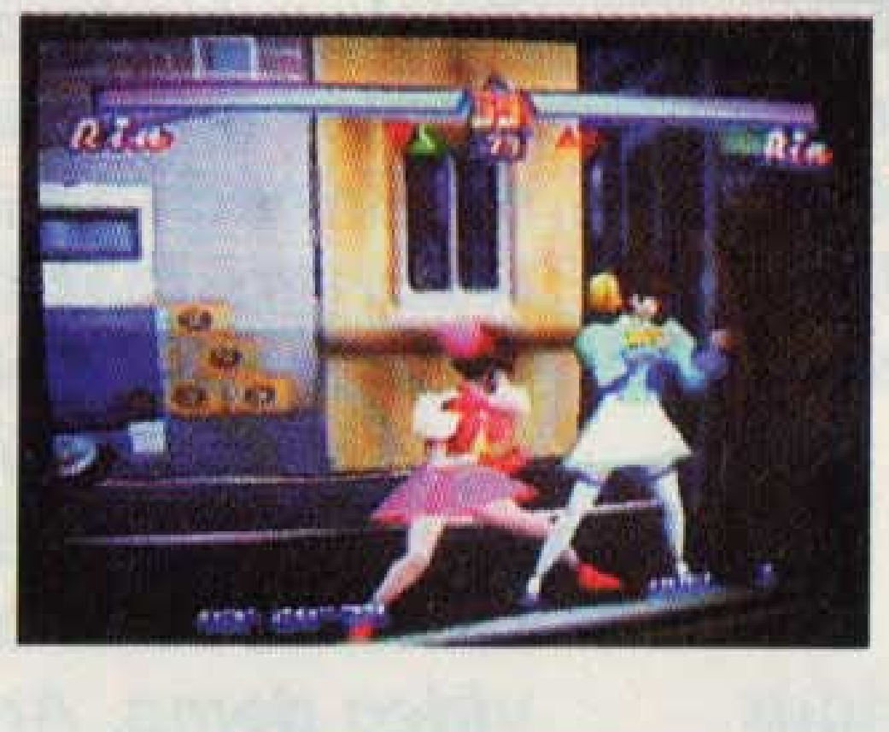
Nintendo are saving themselves.

So, the show presented a very mixed bag. I'll admit that I left before the 'companion lady's costume contest', so it would be hasty to pass too harsh a judgement. But *Top Gear Rally*! Heavily promoted by the requisite bevy of babes, and looking very accomplished, with four courses (a jungle track making it one more than *MRC*), I was ready to be wowed. Not to be, I'm afraid. I won my first race in an unmodified car, taking 1st place on the 3rd lap, and maintaining the lead despite rolling the car onto its side, getting 'restarted' by being dropped from a great height where I'd fallen off, and executing a couple of hairy powerslides. Once you've passed a car, you never see it again. It was a lonely drive with no sensation of speed, frankly. And to cap it all, the entire game plays more like ice-hockey, with the lightest touch on the analogue stick causing high drama. (*Fear not, readers. Spend more time with* Top Gear Rally *and it turns out to be really good. We'll explain all in our review of it next month. – Ed*) But at least there's no pop-up. Did I mention *Aero Gauge*?



*"I'm confused. Where's the bonnet, exactly?"*

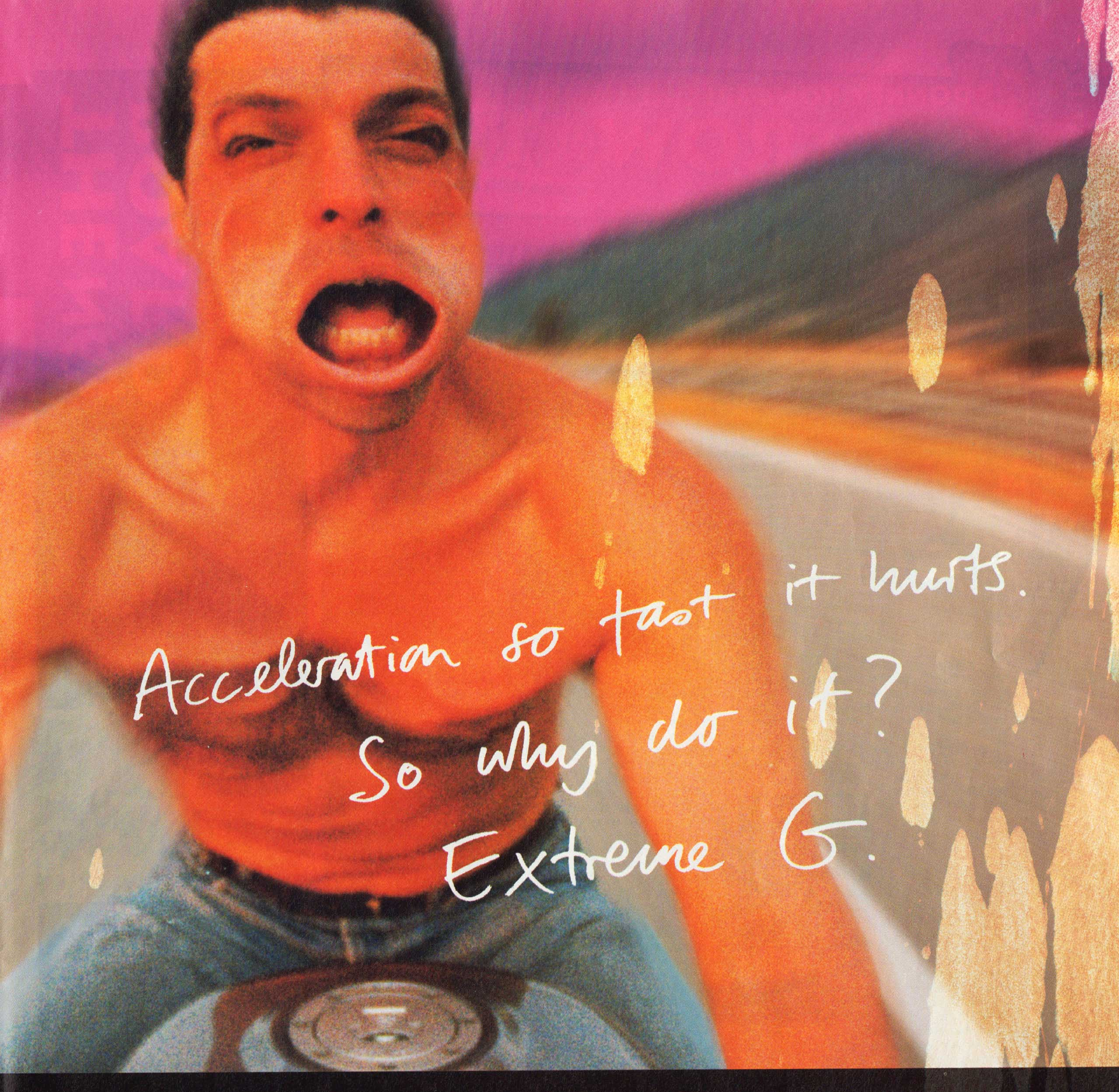
*"Get your elbow out of my stomach and stop pushing!"*



Gasp!!, *Konami's beat-'em-up, was, shall we say, 'early'.*

## SHOW STATS

| By platform | By Category | |
|---|---|---|
| Nintendo presence 7.9% | Simulation | 21% |
| Playstation presence 43.5% | Action | 16% |
| Sega Saturn presence 26.2% | Adventure | 10% |
| Game Boy presence 4.1% | RPG | 9% |
| | Shooting | 7% |
| | Sports | 7% |
| | Puzzle | 5% |
| | Racing | 5% |
| | Others | 20% |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NINTENDO 64

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## DONKEY KONG SPECIAL!

# RETROWORLD

### with Jason Moore

**It's that moment once again when we return to a time when high-scores really mattered and you could see your crisps through the packet.**

**Call me strange if you like, but I used to think that if you cleared enough levels of *Donkey Kong* you actually got to meet the Donkey. Sixteen years and three-thousand-pounds-worth of 10p's later, I realise there is no donkey, and quite frankly I feel cheated.**

But, considering the game's popularity, perhaps I wasn't the only one expecting more from it. *Donkey Kong* has probably done more for Nintendo than *Mario* and his whole disfunctional family put together. In 1981, Shigeru Miyamoto's classic coin-op took the industry by storm. To many the game remains the definitive platformer, frustratingly addictive with distinctive graphics and packed full of variety unmatched by other games of the era.

The machine's huge popularity meant it quickly spawned a sequel. *Donkey Kong Junior* may look similar, but the barrel-jumping is exchanged for rope-swinging, the levels are even more varied, and for the first time Mario is depicted as an enemy as he guards the locked cage housing Junior's dad from the first game.

Nintendo were the first to release home versions, in the form of their Game & Watch machines in 1982, and, following huge sales, *Donkey Kong 2* and colour versions in 1983.

It didn't take long for the rest of the games industry to try to cash in. Handheld and console manufacturer Coleco needed a flagship title to launch their new Colecovision machine, and Nintendo's licence was their first choice. Released in 1983, the Coleco's hi-res colour and powerful architecture meant the conversion came as close to the arcade original as you could get. That packaging depicts a particularly scary fanged Donkey Kong looking down at the first ever artist's impression of Mario. Dressed in a Lycra suit complete with 'M' armbands, black, slicked-back hair and gritted teeth, he looks more like Tom Selic than the plump dungarees fan we're used to. Released as a pack-in game with the machine, significantly it was the first Nintendo game actually to sell a console, and by the bucket load too. There's little doubt that, if it wasn't for the *DK* licence, and subsequent conversions from Nintendo's soon-to-be enemy, Sega, the highly priced Coloecovision would have sunk without trace.

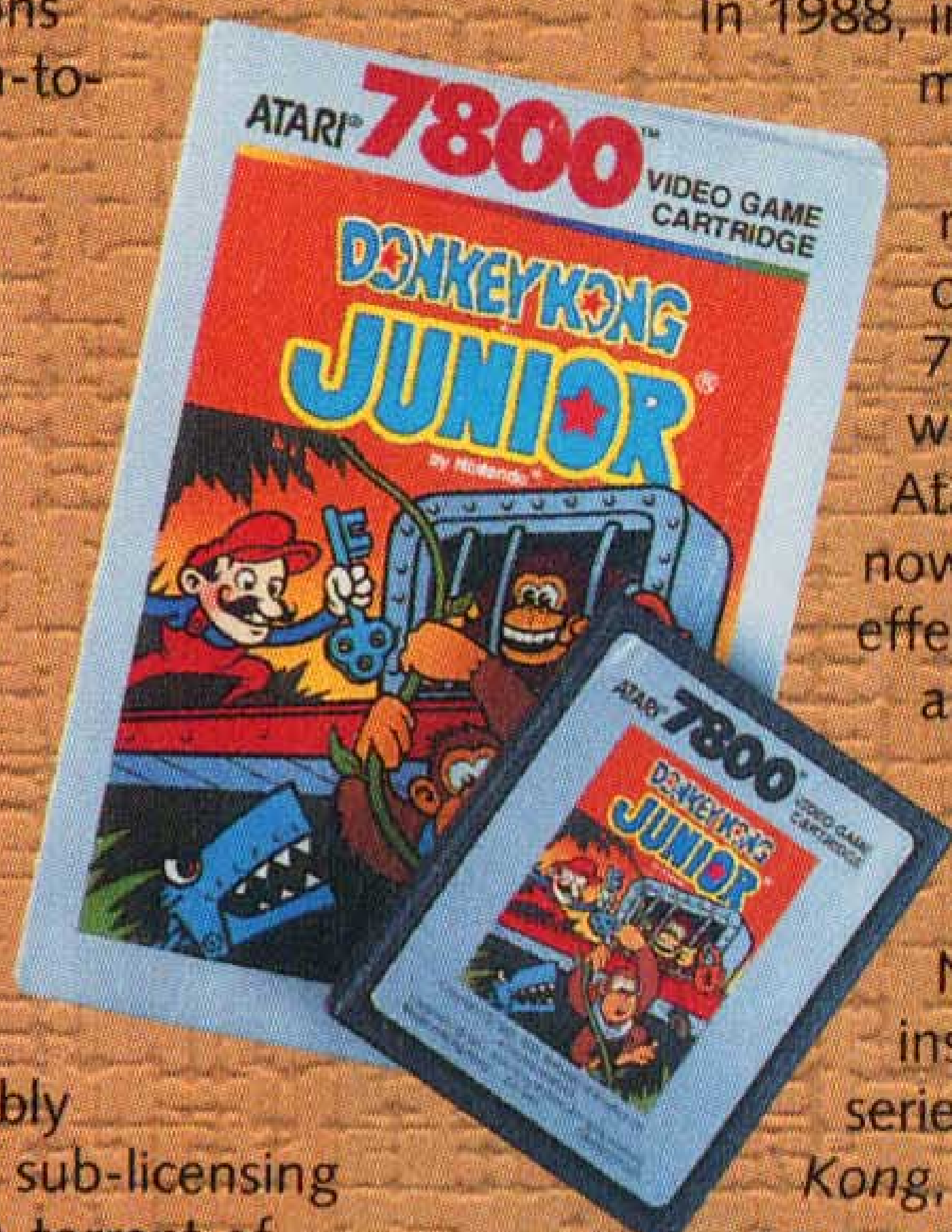
The success of both *Donkey Kong* and the Colecovision quickly spilled out into the rest of the industry. The threat of impending 'copy cat' imitations forced Coleco to make possibly their biggest mistake: sub-licensing the game to others. A torrent of releases ensued – *DK Jnr* on the Colecovision, and *DK* and *DK Jnr* conversions on both the Mattel Intellivision and Atari 2600, the Colecovision's biggest rivals.

While the Coleco original remained definitive, sales of all the conversions were high and the thirst for *Donkey Kong* could be quenched on far cheaper consoles, or even computers thanks to an Atari 400/800 version.

Perhaps this is where Nintendo learned their most valuable marketing lesson. *Mario Bros* sold the NES, *Mario World* sold the SNES, and *Mario 64* is selling the N64 today. *DK* sold the Coleco until exclusivity was revoked.

Meanwhile, in the UK, *Donkey Kong* established a whole genre. I could list well over 30 blatant *DK* copies, released on every format from Acorn Electron to Sinclair ZX81. In 1986, despite their own series of *Kong* rip-offs, Ocean were finally granted the rights to convert *DK* to the UK 8-bit machines, and the Spectrum version is very good.

It wasn't until the release of the Famicom in Japan that *Donkey Kong* could really go home, and Nintendo's conversion of the two original games helped to sell the NES into countless US households. *Donkey Kong 3* followed a year later, along with *Donkey Kong Jnr Math*, the ape's first stab at an educational title. And, as if that wasn't enough, Nintendo eventually re-released the original games on one cartridge. Further Game & Watch inventiveness saw the release of *Donkey Kong 3*, *Donkey Kong Circus* and even *Donkey Kong Hockey*, but by now our hero was looking exploited.

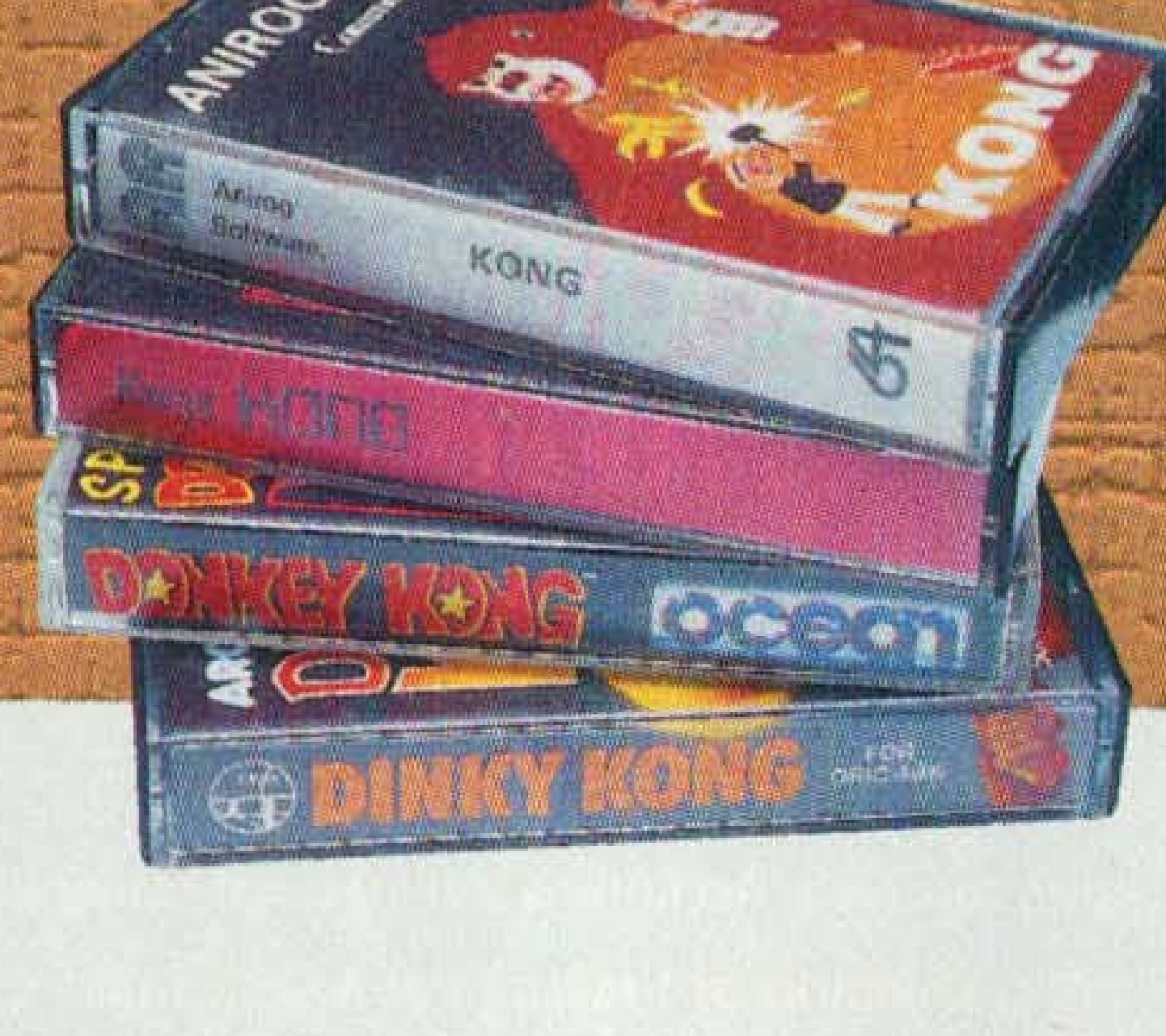


In 1988, in a relatively shocking move, Nintendo granted the ex-giant Atari the rights to release the original games on their 7800 machine. While it was a valuable licence for Atari, the games were by now too tired to have any effect on hardware sales, and the 7800 was still-born. *Donkey Kong's* popularity began to wane for the first time. Nintendo's own next installment in the NES series, *The Return of Donkey Kong*, was completed but never released.

It wasn't until 1991 that our hero was awakened from hibernation, this time quietly in the highly under-rated Game Boy version of the game. Though never a huge seller, Game Boy *DK* is based on the arcade original, a single-screen game packed with hundreds of deviously cunning levels, battery back-up, great music and hours of challenging entertainment. A guest slot in *Mario Kart* followed, but this was like a torch with dead batteries compared with the limelight that was around the corner.

Enter Rare with their *Donkey Kong Country* series, games that would propel Donkey Kong back to the dizzy heights of Nintendo stardom. *DKC* not only revitalised the ebbing SNES and Game Boy markets, and not only gave him an entire family, but got DK's face on lunch boxes, cereal packets… even his own set of Pogs. Nintendo even re-released the original Game & Watch machine that helped to make him famous. Since then things have been getting quieter. Mario has dominated the N64 so far, but DK is on his way.

It's just a shame about that donkey… Ⓝ



# THE N64 BOARD

**The N64 Magazine office seems to accumulate enormous amounts of 'stuff', which, for safekeeping, we pin onto the N64 Board.**

Naughty French postcard from Matthew Othold. He sent it to us when he was on holiday. Lucky man.

Some cool Sailor Moon peeps by Valantijn Krätke, also of Holland. Amsterdam this time.

Scary picture. Who are you?

Stunning picture of Link by Karin Barend from Zoetermeer in Holland.

Picture of an animated N64 spinning the globe on his outstretched finger. It's from Chris Hawker who lives in Ramsbottom (not 'lives in a ramsbottom' – that would be uncomfortable).

A Mario cartoon in Welsh. Real Welsh too – it's scary! Ammar Waraich did it for his homework by the looks of things.

Picture of the **N64** team drawn by Barry Braadford of Worthing. But we all look the same!

**Blank space.**
**(Do you have anything that might fill it? Then send it quickly to:**
**The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)**

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# The hype

## Cruise control? Nope. That's far too

# Aero fix

**Speed. The key feature of any good racing game. But in the future speed really does mean fast. Just take a look at these pacy N64 racers to get an idea. On from that, there's a first look at FX Chip specialists' Argonaut's new game and Ocean's 1998 titles. Read on...**

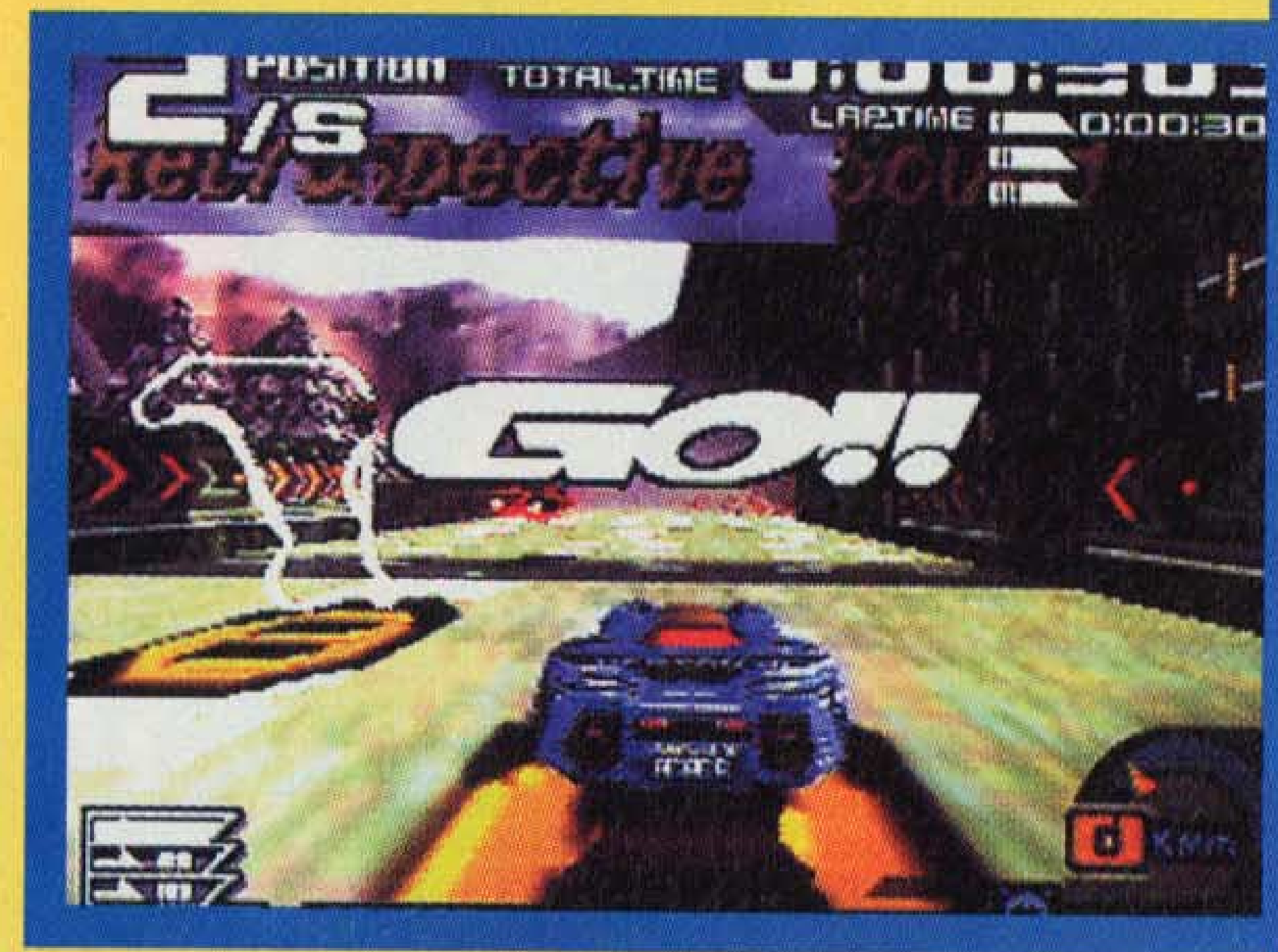
## AERO GAUGE

| | | | | |
|---|---|---|---|---|
| ASCII | ?M | 1-2 | ● DECEMBER | TBA |

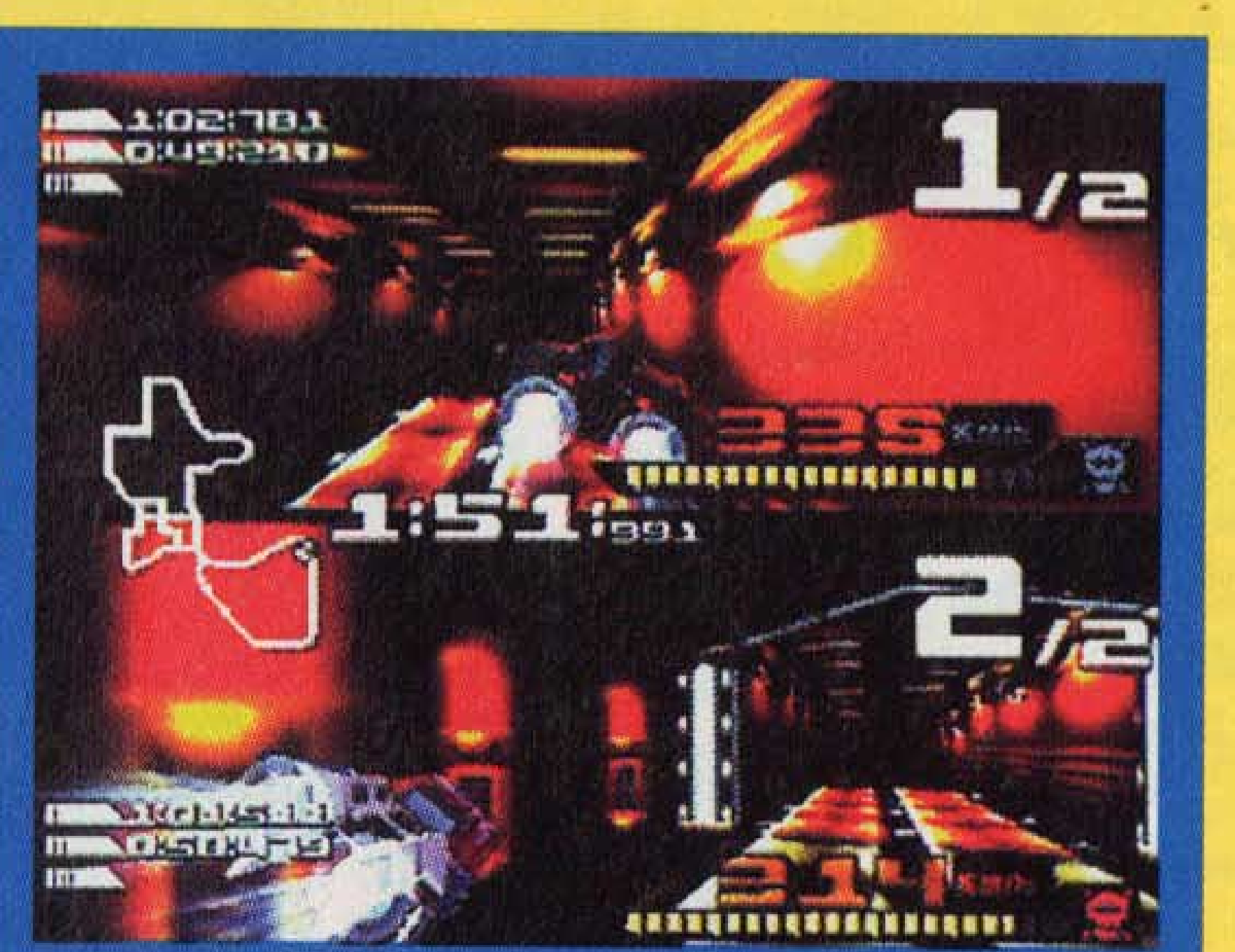
Although it by-passed America's E3 show in favour of more stealthy tactics, *Aero Gauge* – Ascii's first N64 game – was actually announced prior to the July show in Atlanta. However, this month the Japanese company released new information on their addition to the rapidly growing futuristic racing genre.

The game differs from its competitors, at least at this stage, mainly in its choice of locations. Instead of extensive external futurescapes, much of *Aero Gauge's* three courses are set inside tunnels. Still, the first course, Dug Rug, manages to include some fearsome corners and high-level hills; the second track, Sinowa Police 15124, is a brilliantly conceived neon-heavy Asian city; and, the final course, Earth Cream, is a multiple-pathed older settlement for experts only. So diversity really isn't an issue.

There are five different Aero Machines for the player to slip into – Mitia, Fusaha, Zero Groove Rider, Gezpecs and Interceptor – and all are sponsored by real Japanese companies (and all have provided logos). There'll also be three modes to race in. These, though, are the fairly standard Time Attack, Single Match and Grand Prix.

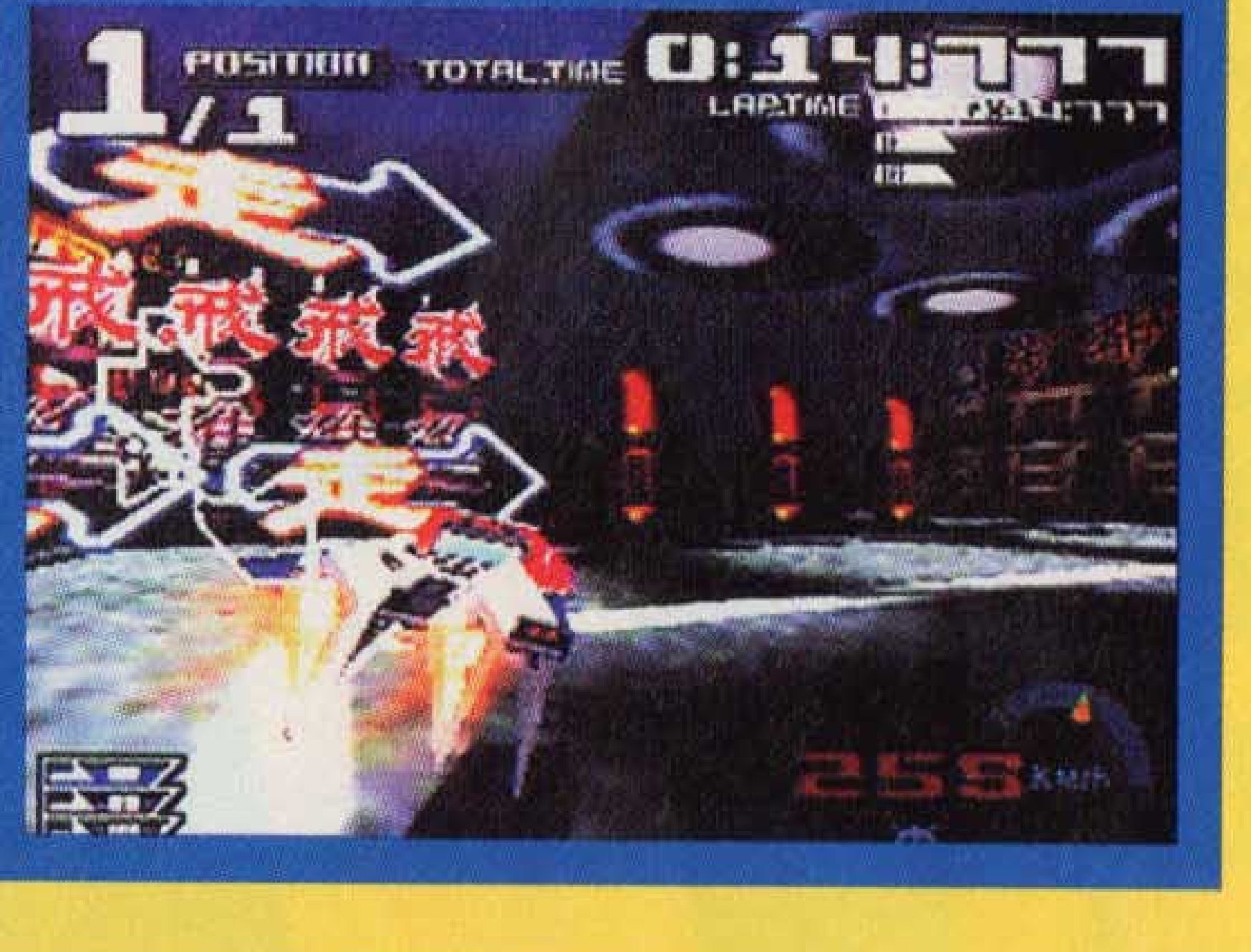


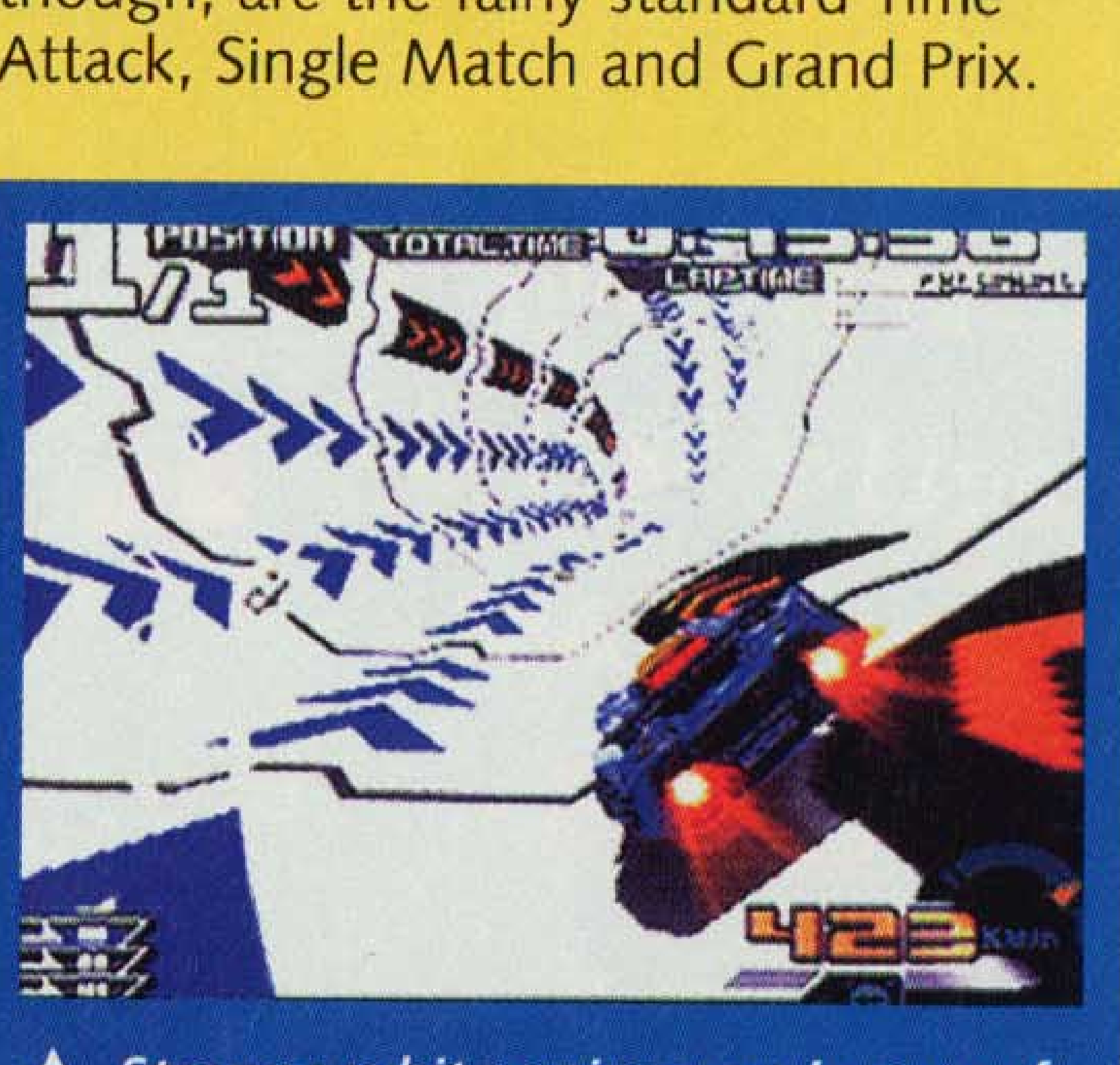
Currently there are no plans for a four-way split-screen head-to-head (although two players will be able to compete against each other) and neither an American or European release has been announced. Nevertheless, such a hugely promising title would surely not simply grace Japanese shores. Watch this cyber-space.



△ *Two players can go 'at it' but the lack of a four-player mode...*

*... may not benefit it in its quest to better Nintendo's F-Zero. Still, the one-player looks very nice indeed.* ▽





△ *Strange white goings-on in one of Aero Gauge's many tunnel sections. Our man Max wasn't entirely impressed by this, though.*

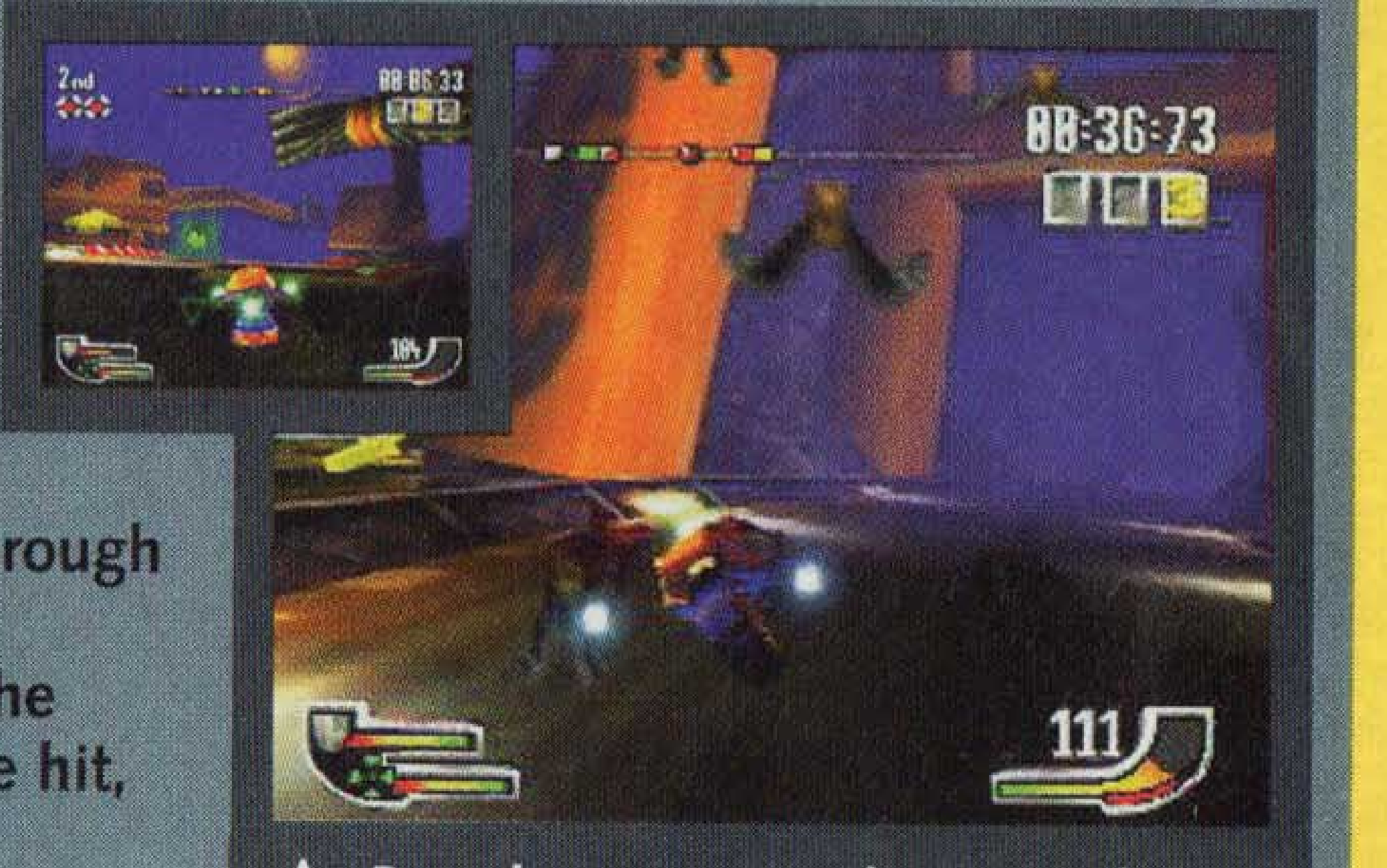
# G-Force

**NEW PICS!**

## EXTREME G

| | | | | |
|---|---|---|---|---|
| PROBE /ACCLAIM | ?M | 1-4 | NOVEMBER | NOVEMBER |

Not much more to be said about Probe's potentially magical *Wipeout*-thrasher. Next month will (hopefully) see a review, as the finishing touches were added last month and the game's currently sailing through final tests. Face-smashingly fast, gorgeous to look at, technoed to the nines and likely to be a huge, huge hit, *Extreme G* features some of the fastest, smoothest graphics we've seen so far...



△ *Brand new screenshots proving the game's potential. Mmm.*

# r-fast show!

## slow for these N64-bound future-racers...

# Zero gravity

NEW PICS!

## F-ZERO

| | | | | |
|---|---|---|---|---|
| NINTENDO | ?M | 1-2 | SPRING '98 | SUM '98 |

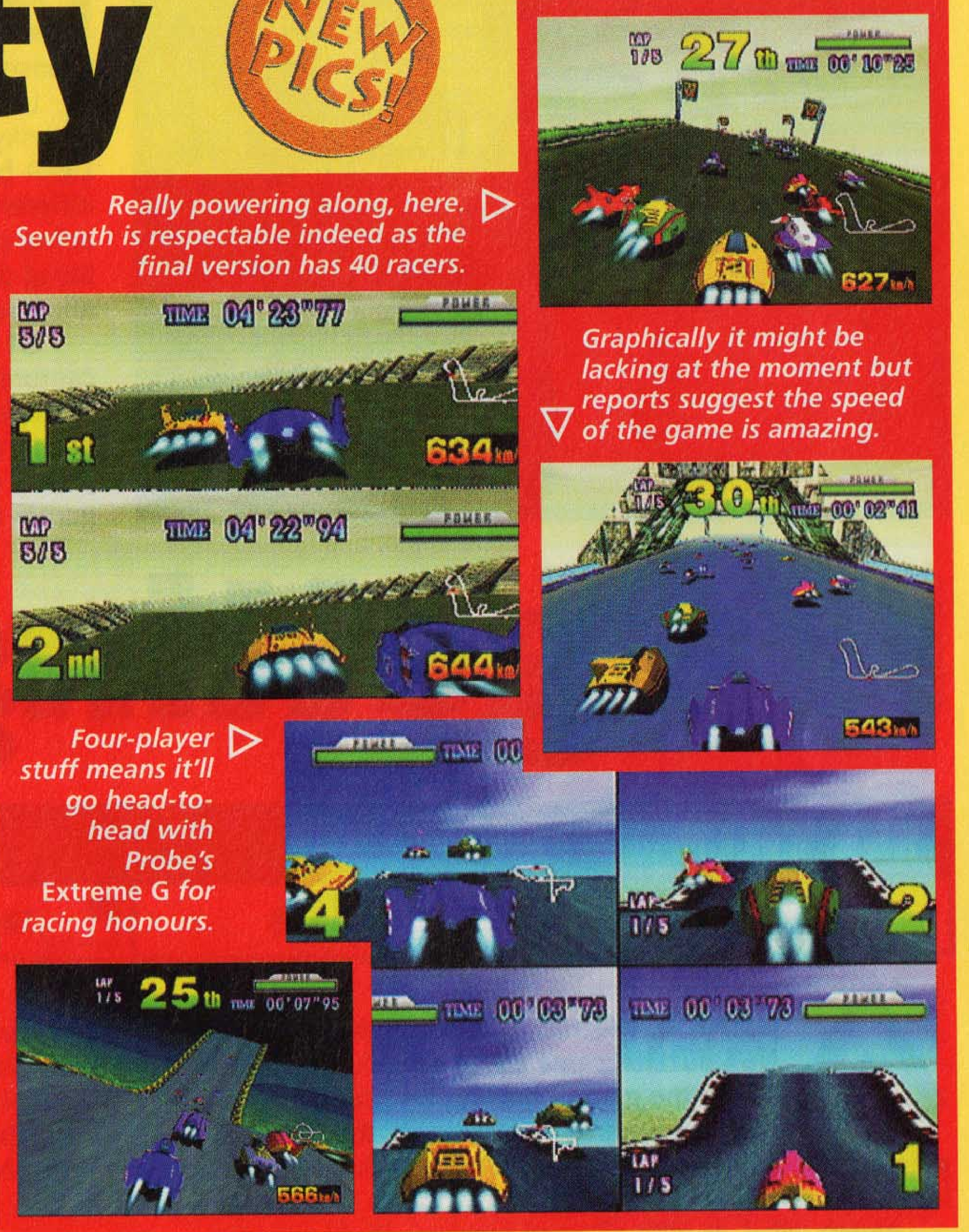
Just to prove that anything Acclaim can do with *Extreme G*, Nintendo can do too, the Kyoto-based masters released a batch of new screenshots this month to show off the potential of the four-player mode in their forthcoming *F-Zero 64*. And although (certainly at this stage, anyway) the visuals don't appear to be as detailed as those in the other, Probe-developed N64 *Wipeout*-beater, there looks to be plenty for fans of the original to look forward to.

Much of *F-Zero* still remains under wraps, but the screenshots point to rollercoaster-style corkscrews, up-and-unders and multi-branching tracks. One track, complete with 360° turn, enables you to see your opponent on another part of the track as you race, cranking up the tension as you compete to come away with honours.

The graphics still have a long way to go, looking positively washed out in some areas, but it looks like the game will steer clear of super-sophisticated graphics and opt, instead, for face-contorting speed. (Indeed, it'll "almost make you pass out", according to Shigeru Miyamoto, who's producing the game, speaking in a recent interview in Japan.) That said, only a fool would dare suggest Nintendo won't improve the game's looks. Check your back catalogue and it's difficult to find a Nintendo game that doesn't gorge the old orbs.

The game will also be Rumble Pak compatible because, as Nintendo themselves confirm, "technically applying Rumble Pak support to games is really easy". Where the Pak will come in isn't clear, although the power-up points seen in the original would appear the most natural choice.

All of which bodes particularly well for the future. But, as we all know where Nintendo's concerned, the future could be any time within the next year or so. Still...



*Really powering along, here. Seventh is respectable indeed as the final version has 40 racers.* ▷

*Graphically it might be lacking at the moment but reports suggest the speed of the game is amazing.* ▽

*Four-player stuff means it'll go head-to-head with Probe's Extreme G for racing honours.* ▷

# No way (Psygno) sis?

## WIPEOUT 64

| | | | |
|---|---|---|---|
| PSYGNOSIS | ?M | ?? | ?? | ?? |

Weeeeell, rumours continue to abound that Liverpool-based Psygnosis have been approached by several publishers (including Nintendo themselves) to do an N64 version of the massively successful *Wipeout* whilst several well-respected internet stop-shops seem convinced of the fact.

But the Scouse software house are remaining schtum on all fronts and, even if they have garnered themselves a development license from Nintendo, the chances of the game seeing a release date before the end of 1998 (at least) are slim. It's also worth remembering that Psygnosis are to Sony what Rare are to Nintendo and would we ever see a *Donkey Kong* game on the PlayStation? Mmm, no.

Still, it's just the sort of game that could give the N64 a well-deserved kick in the direction marked "sales" and, even if Psygnosis aren't prepared to develop it, other software-magicians would no doubt be willing to have a go.

*Graphically gorgeous is the order of the day...* ▷

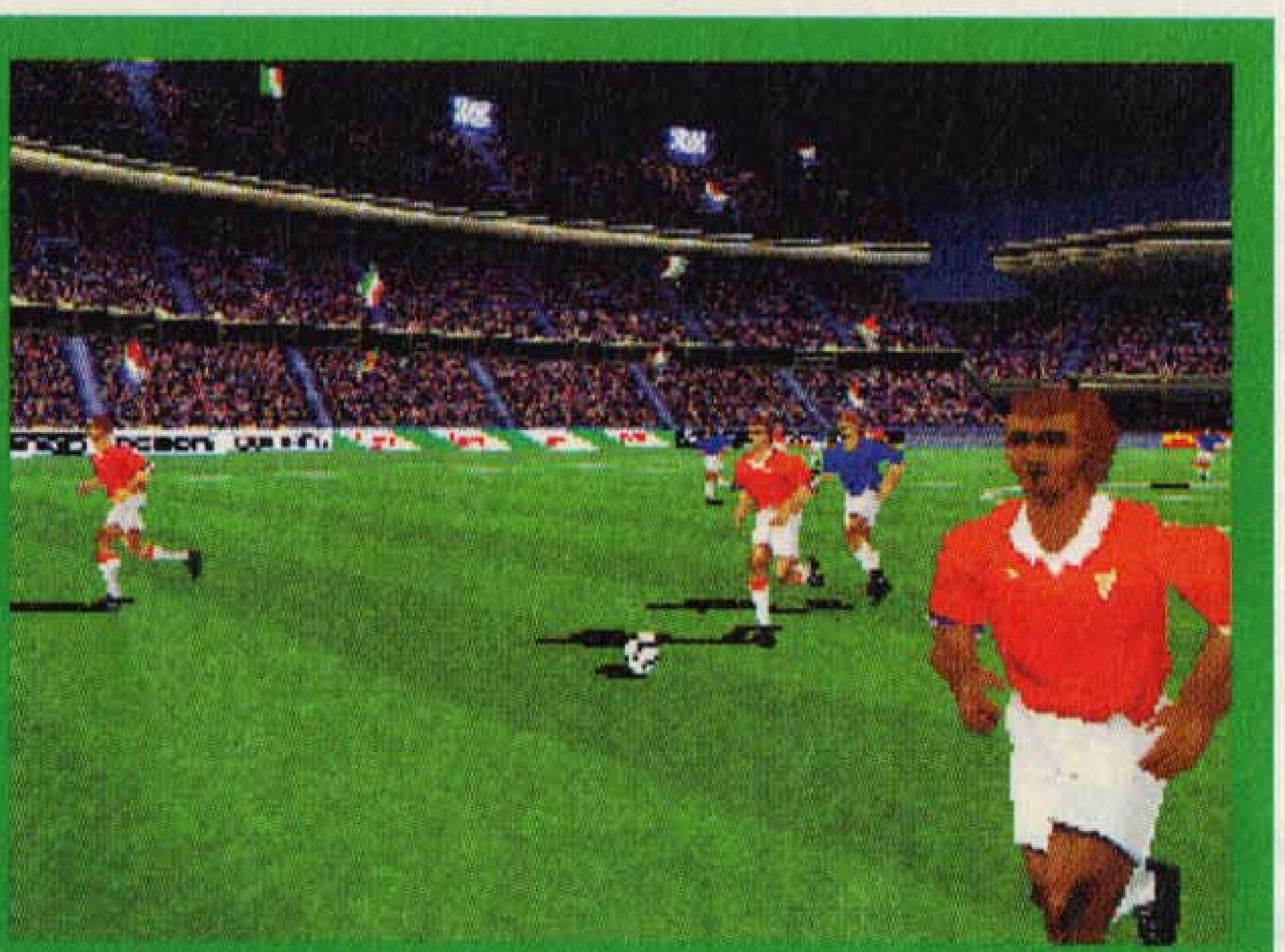
*... and that's on the PSX. What could the N64 do...?* ▷

GO! GO! ▷

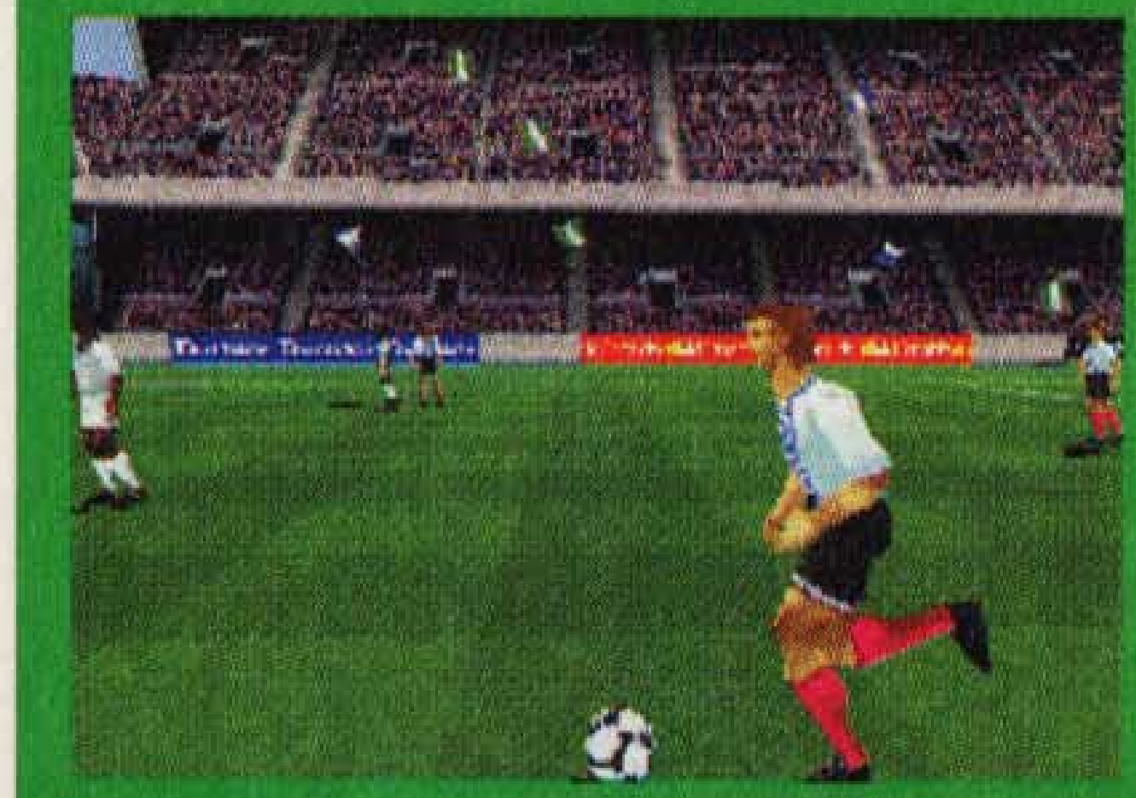
# The soc shop

## UEFA SOCCER

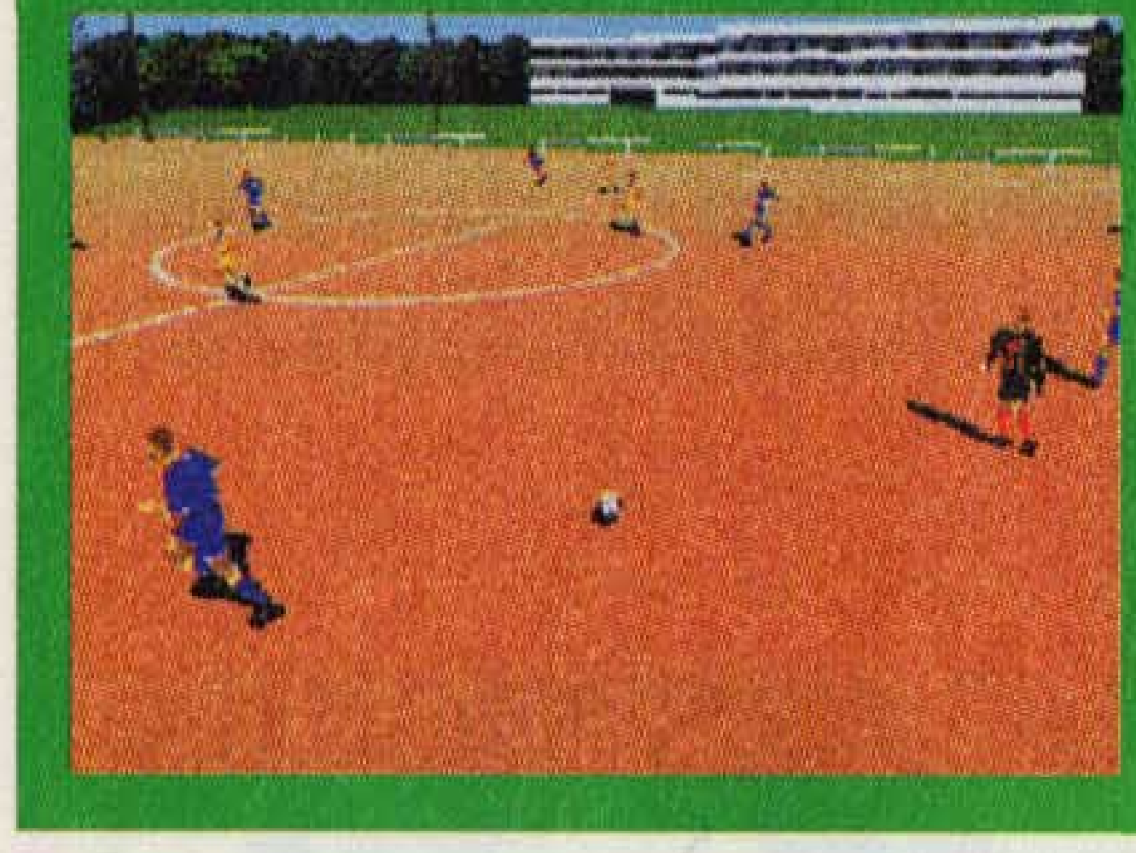
| | | | | |
|---|---|---|---|---|
| OCEAN | ?M | 1-4 | 🇫🇷 SUMMER '98 | 🇬🇧 SUMMER '98 |



ISS64-beater? Mmm, well, Ocean seem to think so.



Nice motion capture and – yes! – real teams means this could be the 1998 football title to watch in '98.



Grass and artificial surfaces will be available for play-style stuff.

**Licenses don't necessarily guarantee success. *FIFA 64* (N64/2 39%) was proof enough of that. But in *UEFA Soccer*, Ocean appear to have a license *and* a hugely promising game.**

Looking a little like Sega's *Virtua Striker* (chunky players, a close-in default camera), UEFA boasts 48 European sides as well as 17 different stadiums (all brought to life from actual photographs of the originals), and is being developed in Paris by French software aficionados Power and Magic.

Of course, after the magical motion capture of *ISS64*, developers now have to strive for as much realism as possible and, needless to say, small suction pads have been placed on a number of actual players to garner the necessary logistics. And match theory is also given an injection of tactical wizardry with the bagging of BBC Scots mouth-monster Alan Hansen who'll be taking his place in the hotseat marked 'technical game advisor'.

After *FIFA* utilised the silken tones of footy's finest – Lynam, Motson and Gray – (albeit in a rather muffled fashion), it would seem Ocean are seriously restricted on who they can employ to put words to the on-pitch adventure. With a licence you'd expect someone of note to take charge, but we can only hope it *won't* be Brian Moore.

Expect a full playtest in the next couple of months...

# It's getting wetter!

## WETRIX

| | | | | |
|---|---|---|---|---|
| OCEAN | 64M | ?? | 🇬🇧 TBA | 🇺🇸 TBA |

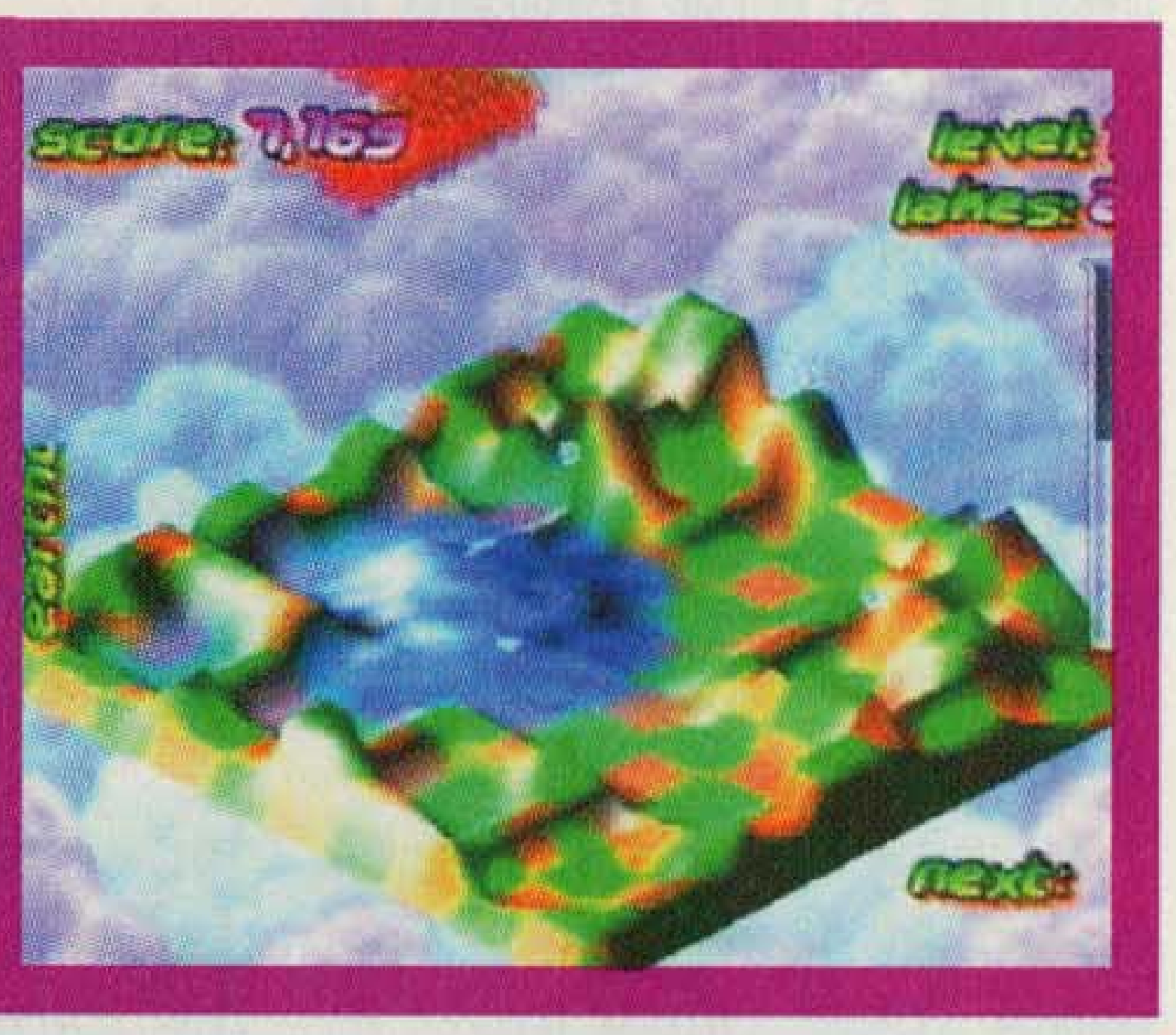
**Apparently, *Wetrix*, Ocean's recently announced N64 puzzler, came about entirely by accident. While the game's developers, Zed Two, were messing about one afternoon, the idea of guiding building blocks to the ground in order to construct land masses, channels and dams just "came into being".**

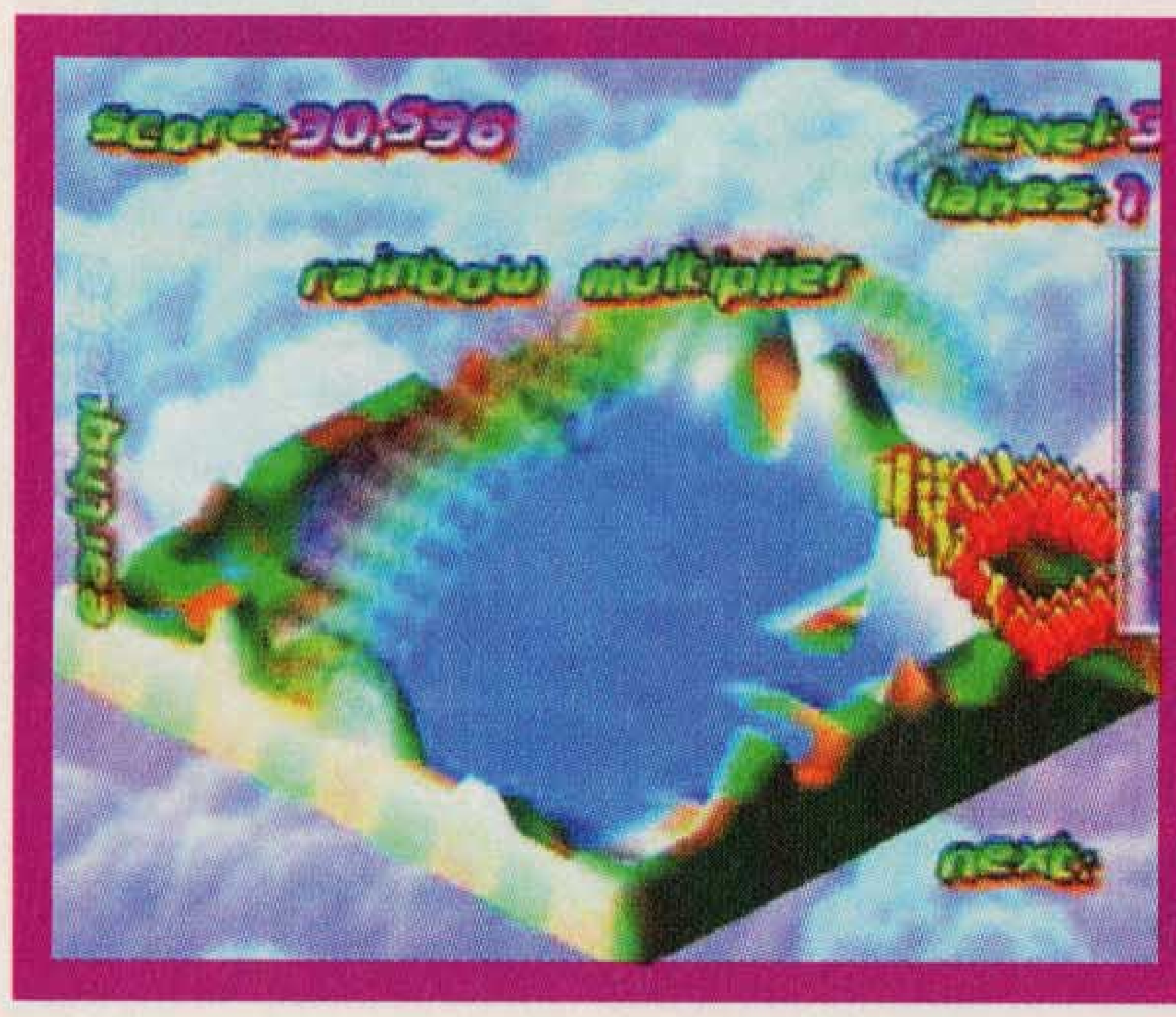
Mmm. Well, as with all good puzzlers, that's only the beginning. As well as block-guidance skills, you'll also need to collect water balloons that fall from the sky and earn further points by steaming them with fireballs. And that's not all. The evil stench of whopping great bombs and dirt-shattering earthquakes soon comes your way, ready to wipe out your nicely honed landscapes.

If all this seems hardly enough to fill 6 Megabits, let alone 64, that's probably because the whole game is unlikely to take up more than half the capacity of your average N64 cart. So in order to redress the balance, Ocean are looking into releasing the game at half the normal retail price for 64-bit titles. That's around 30 notes. Very nice.

After this month's good-but-not-great *Tetrisphere*, there's plainly still room for a decent puzzler to take gamers by the scruff of the neck.

We had our doubts about this little puzzler. But playing it at the show convinced us of its playability. And now we're looking forward to the tinker.





Use the landscape that drops down to make containers for the water. Simple premise but particularly grinworthy now we play it. Lovely.

# Argonauty but nice!

## NOT YET TITLED

| | | | | |
|---|---|---|---|---|
| ARGONAUT | ?M | TBA | 🇬🇧 TBA | 🇺🇸 TBA |

Big news, this month, from Argonaut, the British company that developed the FX Chip for *Starfox* on the SNES. They're already well into development on two titles, both of which haven't yet been titled. However, speaking to Development Manager Keith Robinson, it appears they both fit snugly into the *Starfox* school of space adventures.

The first appears to be a mix of *Silicon Valley*-style weirdness involving UFO's, aliens in

# Four-midable?

NEW PICS!

## MORTAL KOMBAT 4

| | | | | |
|---|---|---|---|---|
| MIDWAY | ?M | 1-2 | SPRING '97 | SPRING '97 |

**However much *Mortal Kombat Trilogy* (N64/4 34%) disappointed, there's no denying the *Mortal Kombat* series still has a *massive* following in the Western console-playing world. Thus, news of the sparkling new 3D *MK4* is likely to leave advocates of the fatality-led fighting variant with breath well and truly baited.**

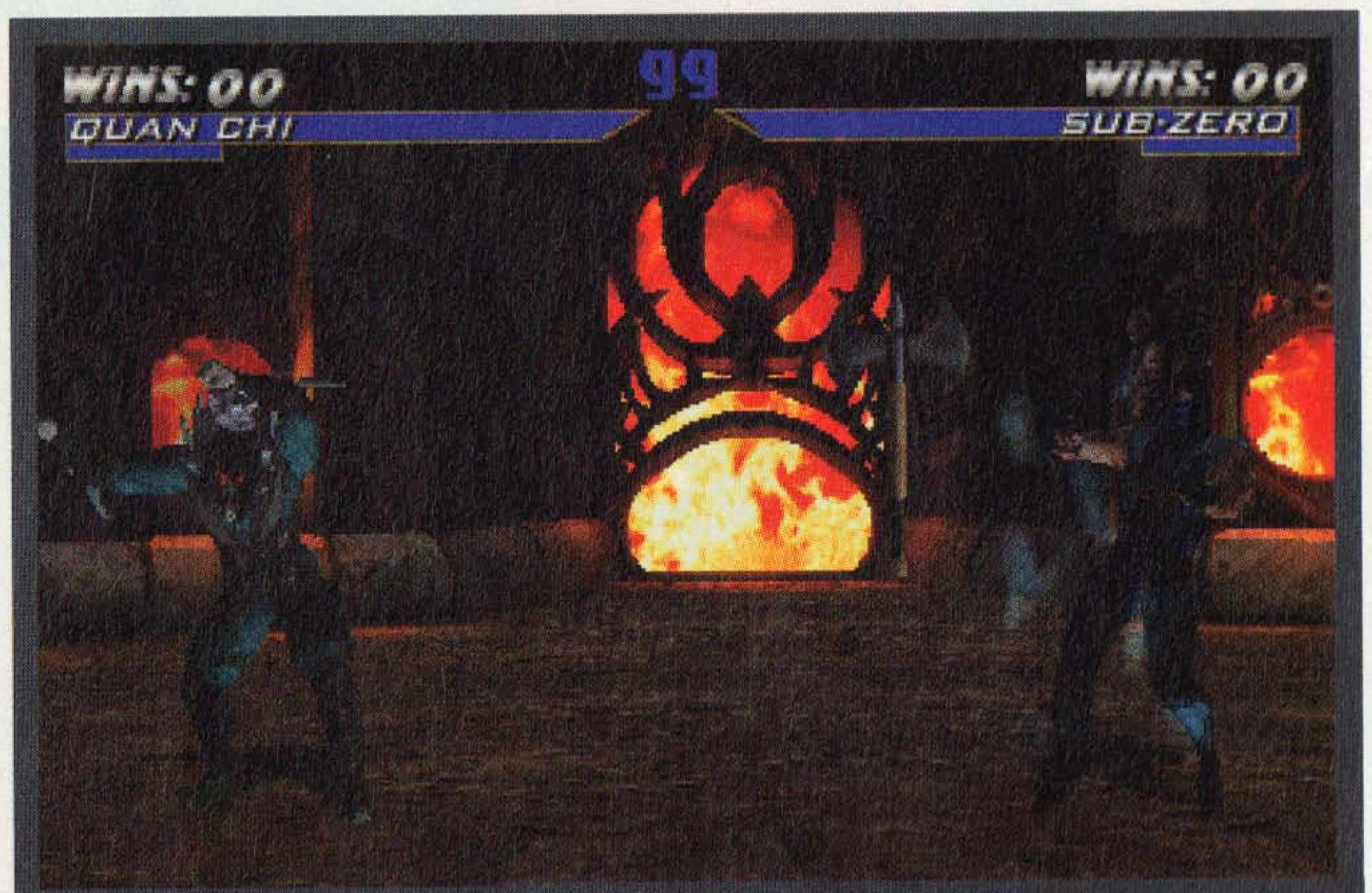
The initially-disappointing news is that the N64 version isn't expected in Blighty until the spring (even though the arcade version – which is supposed to have been developed at the same time as the home version – should be available here at Christmas). Still, a simultaneous worldwide release now seems likely, so UK gamers won't be left waiting for months.

The game itself oozes slickness, with fully polygoned fighters battling it out in gorgeous 360° arenas. The characters are a mix of the old and new, with favourites Scorpion, Sub Zero, Sonja Blade, Liu Kang, Raiden and Noob Saibot being joined by new kids Tanya, Quan Chi, Kai, Fujinn and green-eyed freak Shinnock. As is traditional, there'll also be a liberal fist-full of secret characters (including a couple from Midway's other *MK*-fest, *Mythologies*, and an as-yet-unnamed other).

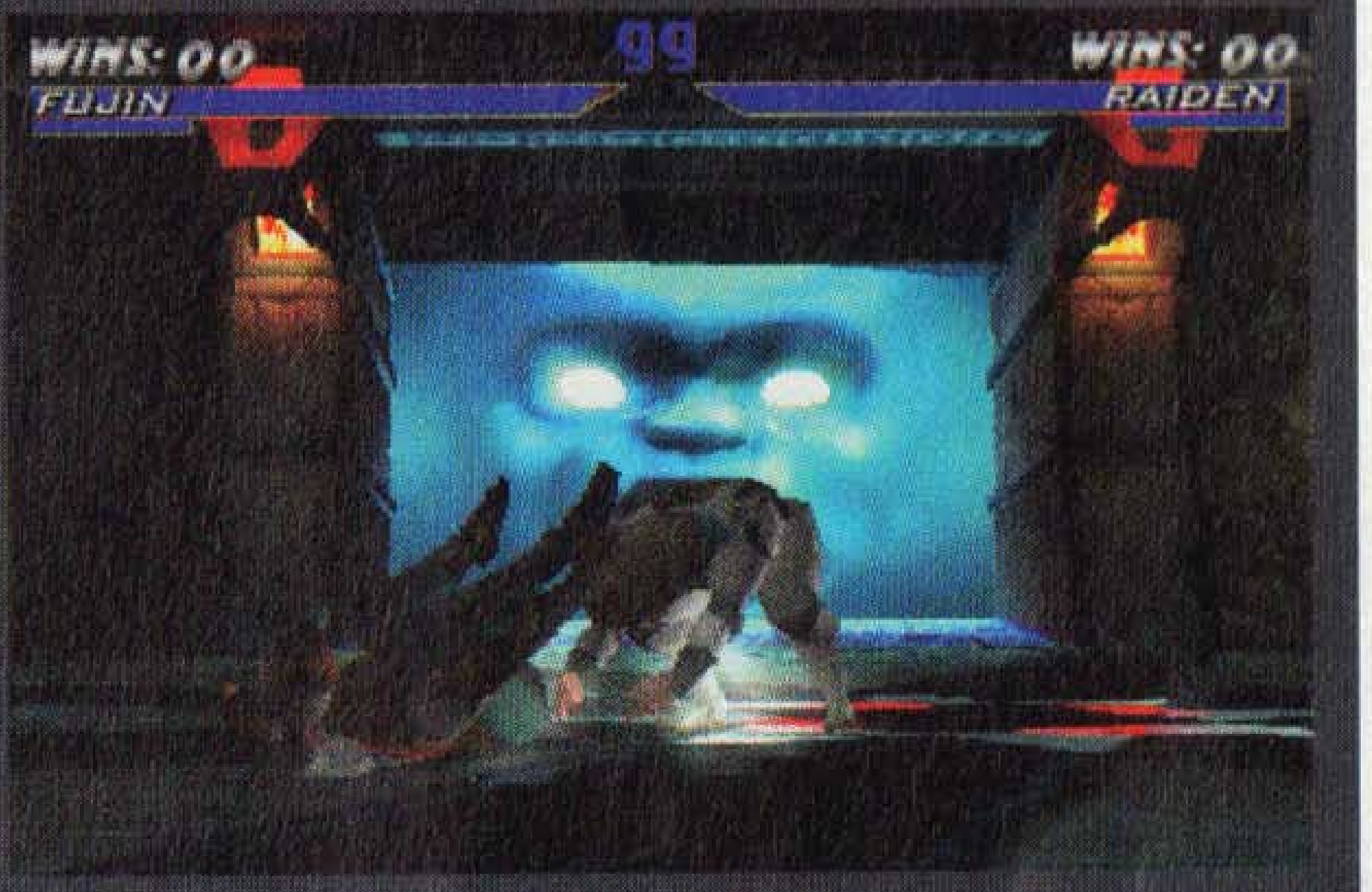
In the arcades, *MK4* has had largely positive previews, and its chief developer, Ed Boon, has this to say about the forthcoming home versions: "They're being developed in the UK by Eurocom right now. But if there's something we don't like in there, it'll have to go. Previous developers may have thought we were too picky when we looked at what they'd done with home versions, but we want them to be of the highest quality possible. If that's too picky then I'm afraid that's just too bad". Eurocom, you'll recall, are also just finishing off *Duke Nukem 64*.

In a new twist on the age-old *MK* formula, characters will now be able to arm themselves with weapons. Boon explains: "We've got characters with big clubs, mallets, baseball bats with spikes in them, crossbows and even an axe. I think you can safely say there's a variety of weapons in there".

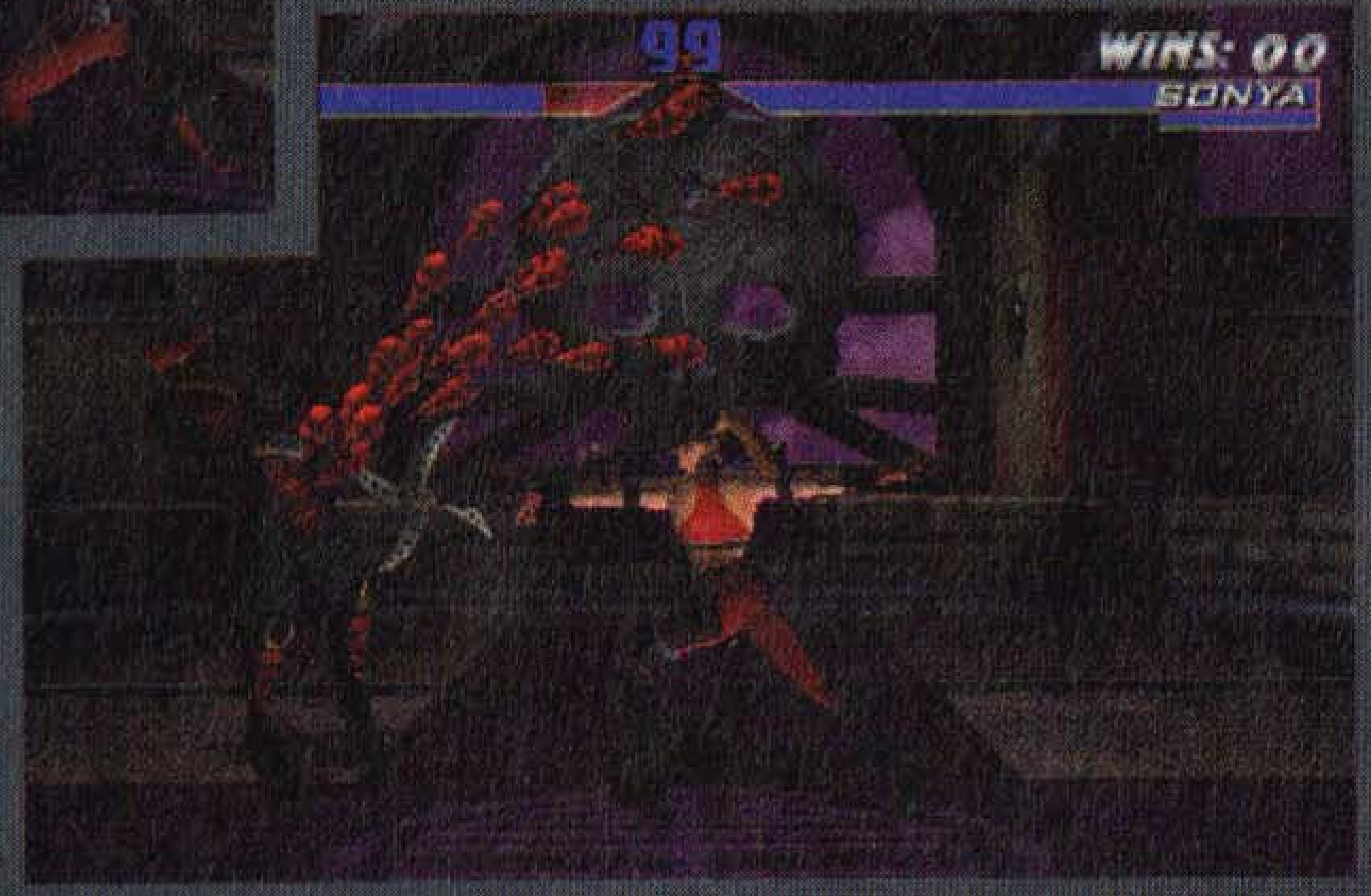
So, could MK4 really be the 3D fighter N64 owners have been waiting for? Well, certainly, it's going to be a damn sight better than *MKT*. And with its new characters, new arenas, switch to three dimensions and weapons addition it could yet prove to be the *Tekken*-beater we've been so desperately waiting for.



△ *Great locations and top notch new fighters should mean that arcade lovers and then N64 owners everywhere...*

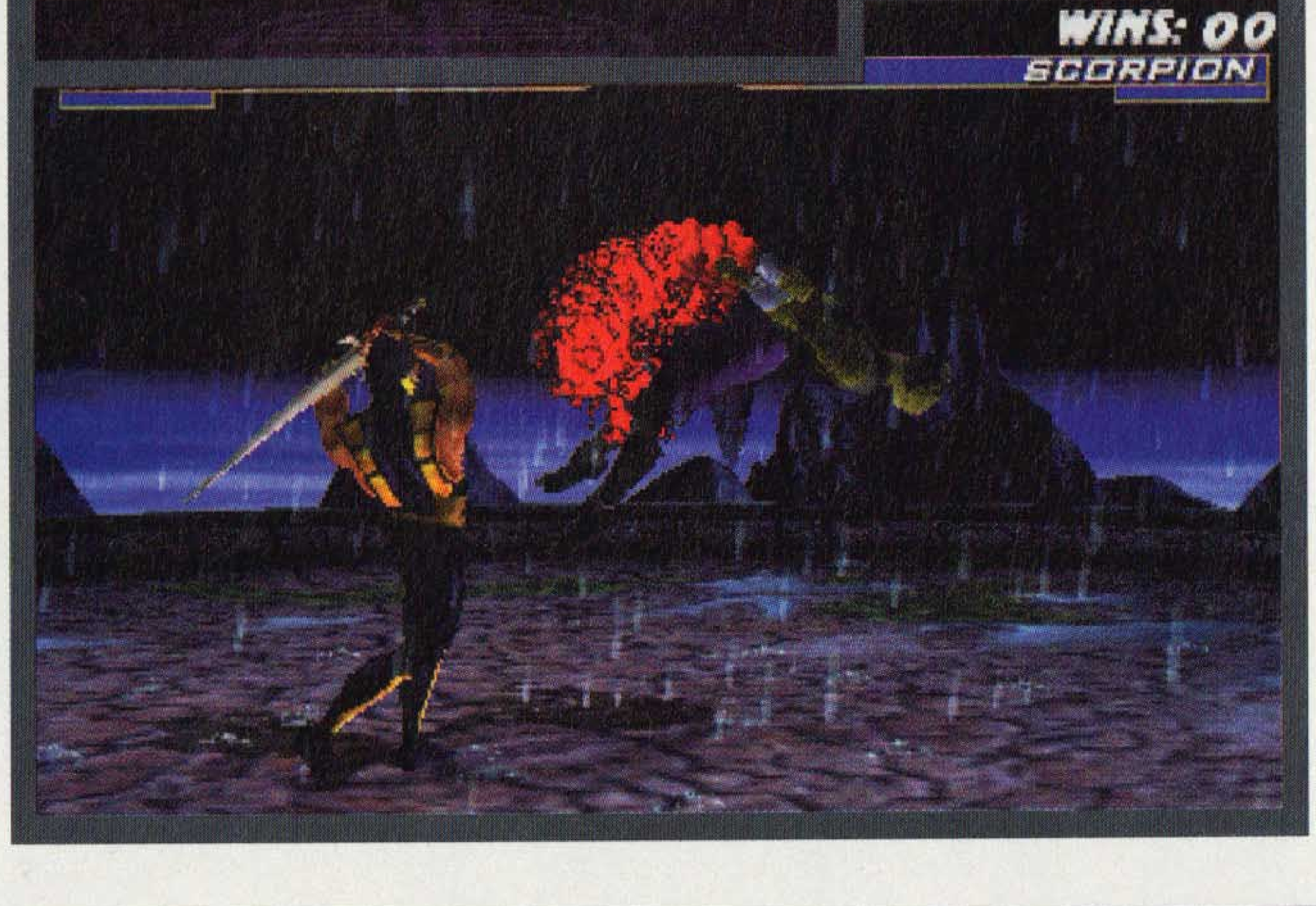


*... will be whistling ▷ sweet dixie all the way home. Or, at least, saving up their money. Or something.*

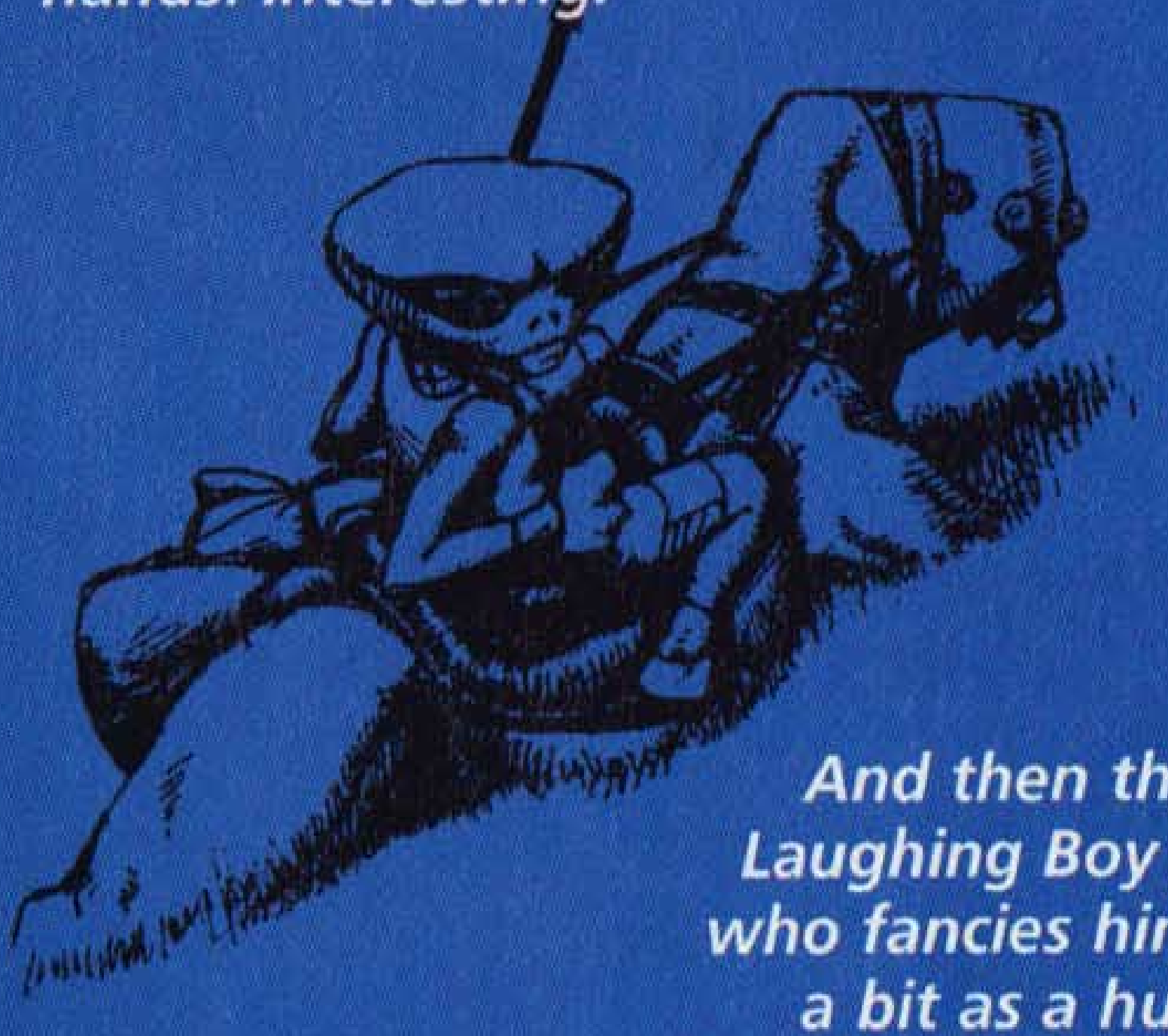


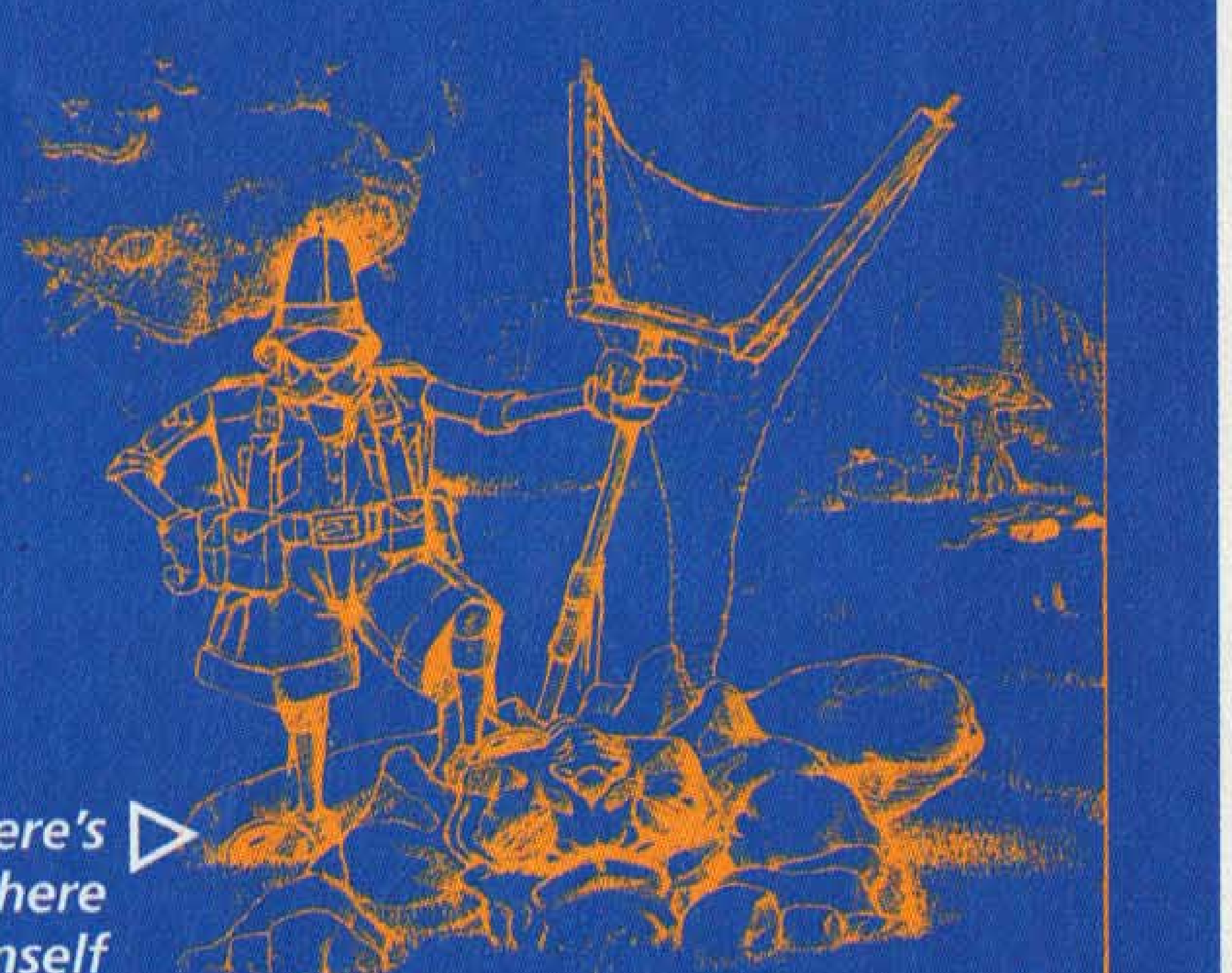
◁ *We're sure you realise how much we hated MKT. But with MK4 it looks like the series is back on track. We hope so, anyway.*

*Blood, as you can see, is still a Mortal Kombat strong point.* ▽



*A monster. A bloke on a monster. A rod-thing in his hands. Interesting.* ▽



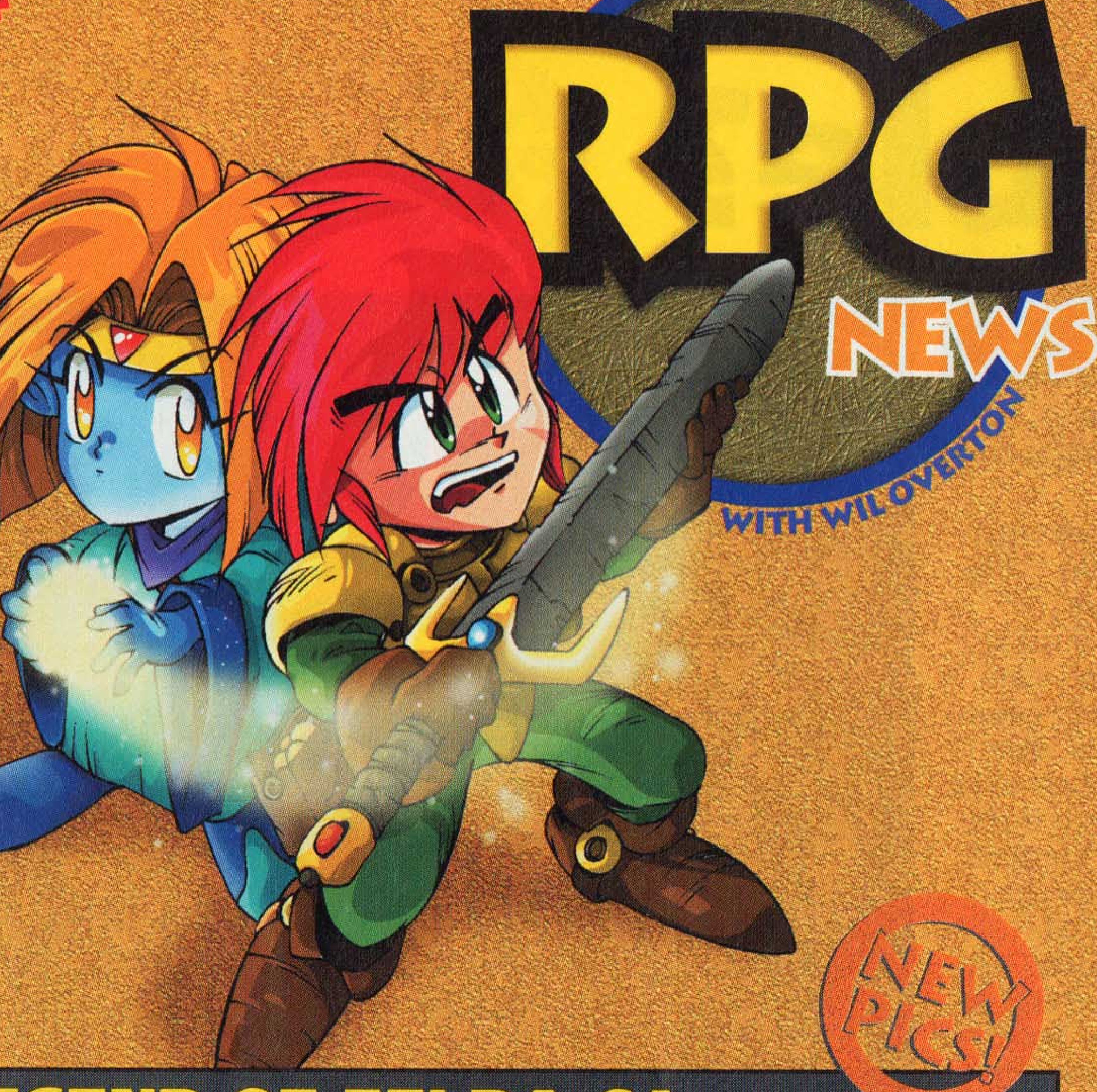


*And then there's* ▷ *Laughing Boy here who fancies himself a bit as a hunter.*

Hawaiian shirts and totem poles. The second is a much straighter take on the inter-galactic genre with, according to Keith, "a strong central character and generous helpings of gameplay". Mmm, interesting.

Both games are so early into development that it's hard to make any judgement but both sound intriguing and, as you enjoy these first-ever-seen development sketches, be sure we'll be seeing much, much more.

GO! GO!



**When Shigeru Miyamoto says a game needs more room, it's not just wishful thinking.**

# Zelda 64 becomes biggest cart ever!

NEW PICS!

## LEGEND OF ZELDA 64

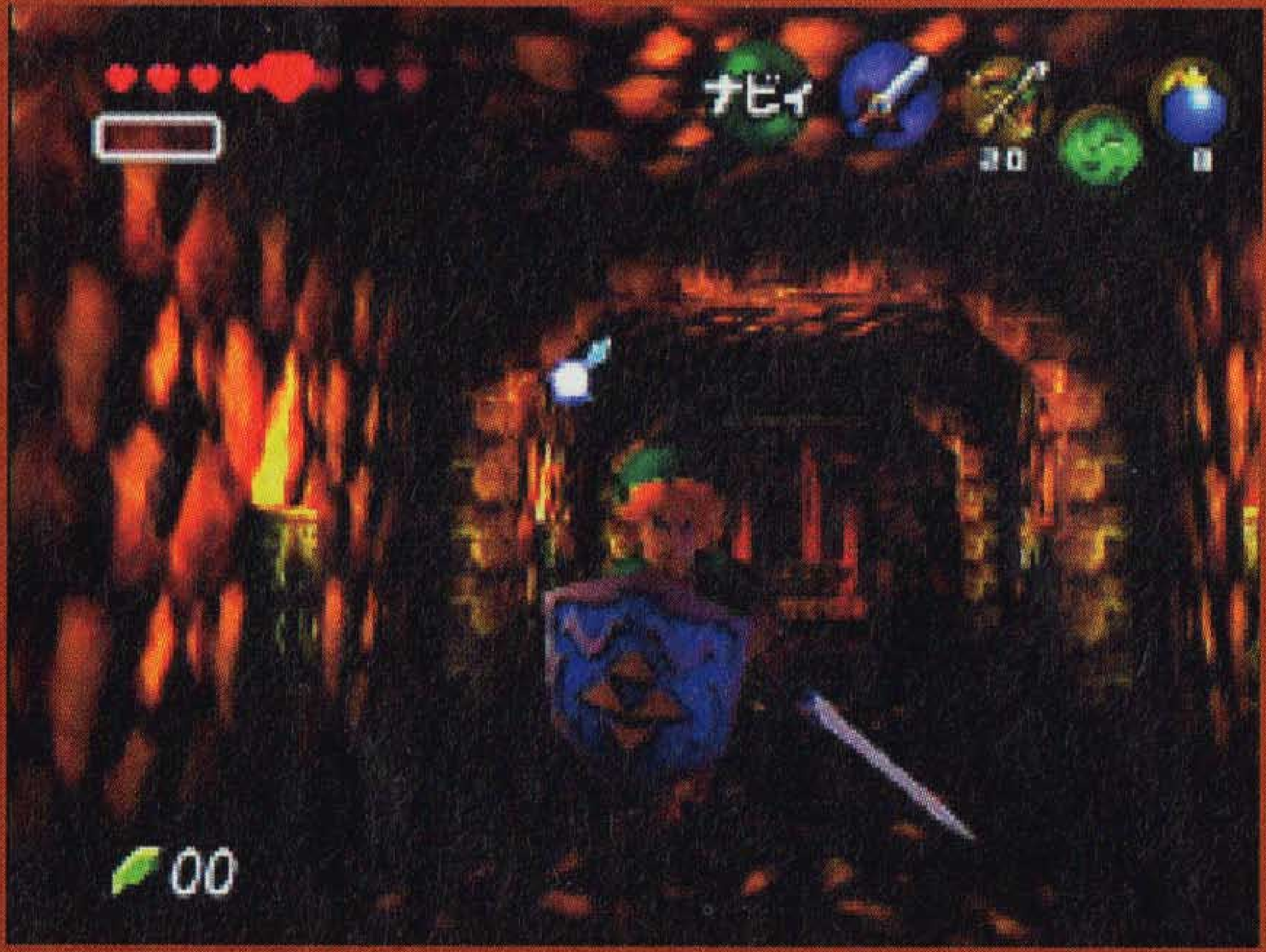
| NINTENDO | 256M | 1 | DECEMBER | TBA |
|---|---|---|---|---|

**It's true! Just when we thought that Nintendo would never release any real information about Zelda before Shoshinkai in November, along comes a whole magic pouch of new screenshots along with the game's storyline and the incredible information that the cartridge size has doubled overnight to a silicon-mungous 256 Megabits. That's 32Mb – four times the size of *Mario*!**

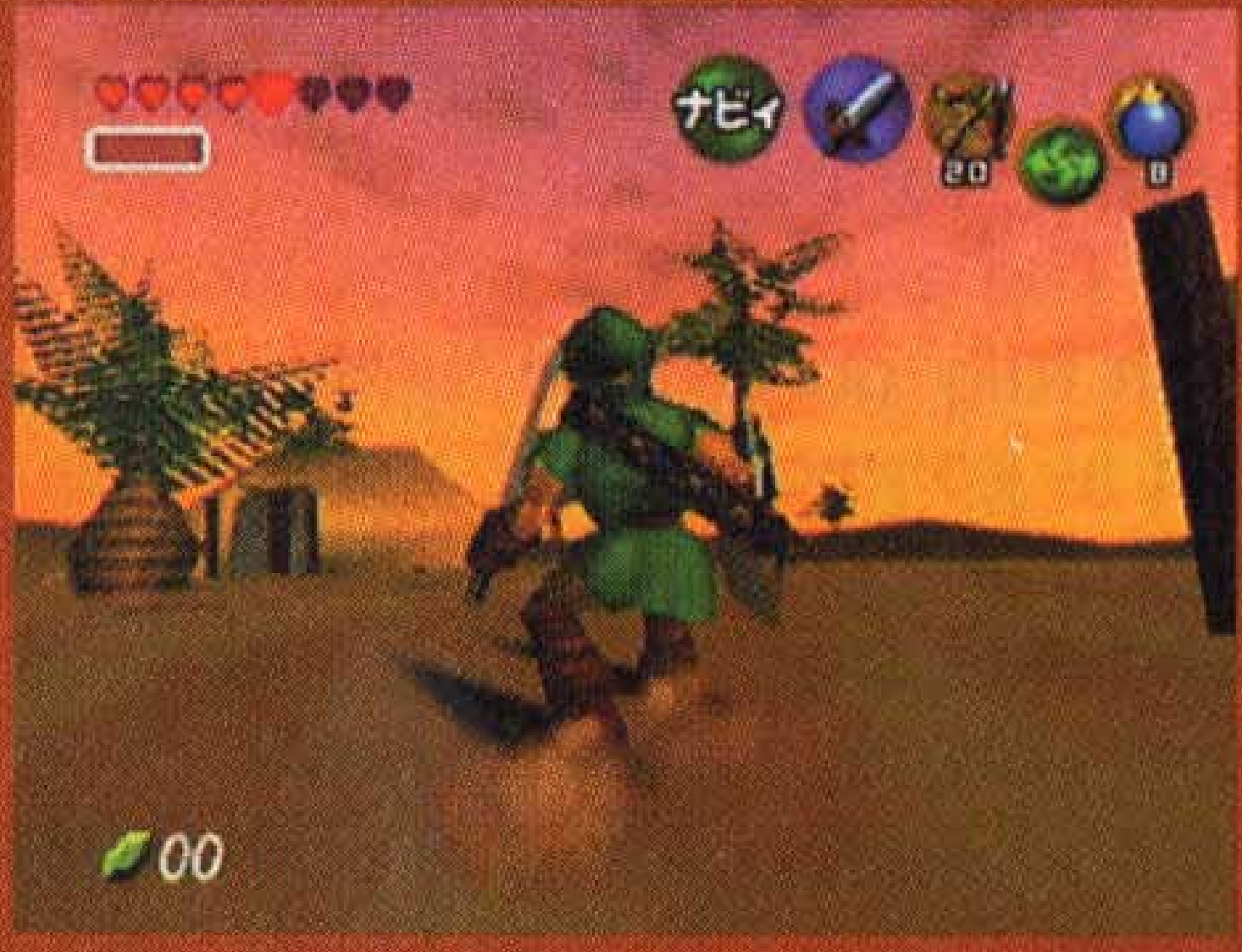
Never ones to change a good plot device, Miyamoto and his team have woven Link's new 64bit adventure around all the standard *Zelda* characters and locations. This time the action is set in Hyrule's misty past, when the evil Gannon was nothing but a thief, and begins with Link's coming of age ceremony (raising the question, is this the same Link as in the other games or a distant ancestor?). It's during this ritual that he acquires a guardian fairy that will accompany him throughout his life – explaining the tinkerbell character in the screenshots. As you may suspect, though, all is not well and the source of Link's fairy familiar – the fairy tree (*Naturally.* – Ed) – is attacked and wounded by a strange creature. It's the dying tree that then gives Link his mission – to stop Gannon finding the triforce – and a mystical stone that he needs to place into a magic ocarina (that funny egg shaped flute that cropped up in the GB *Link's Awakening*) thus opening the way to a hidden realm.

But while the storyline may well be pretty standard *Zelda* fare Link's world seems to be doubling in detail with every new set of screenshots Nintendo release. The immersive, atmospheric, world that Miyamoto and EAD are promising now even includes a horse for Link to ride on.

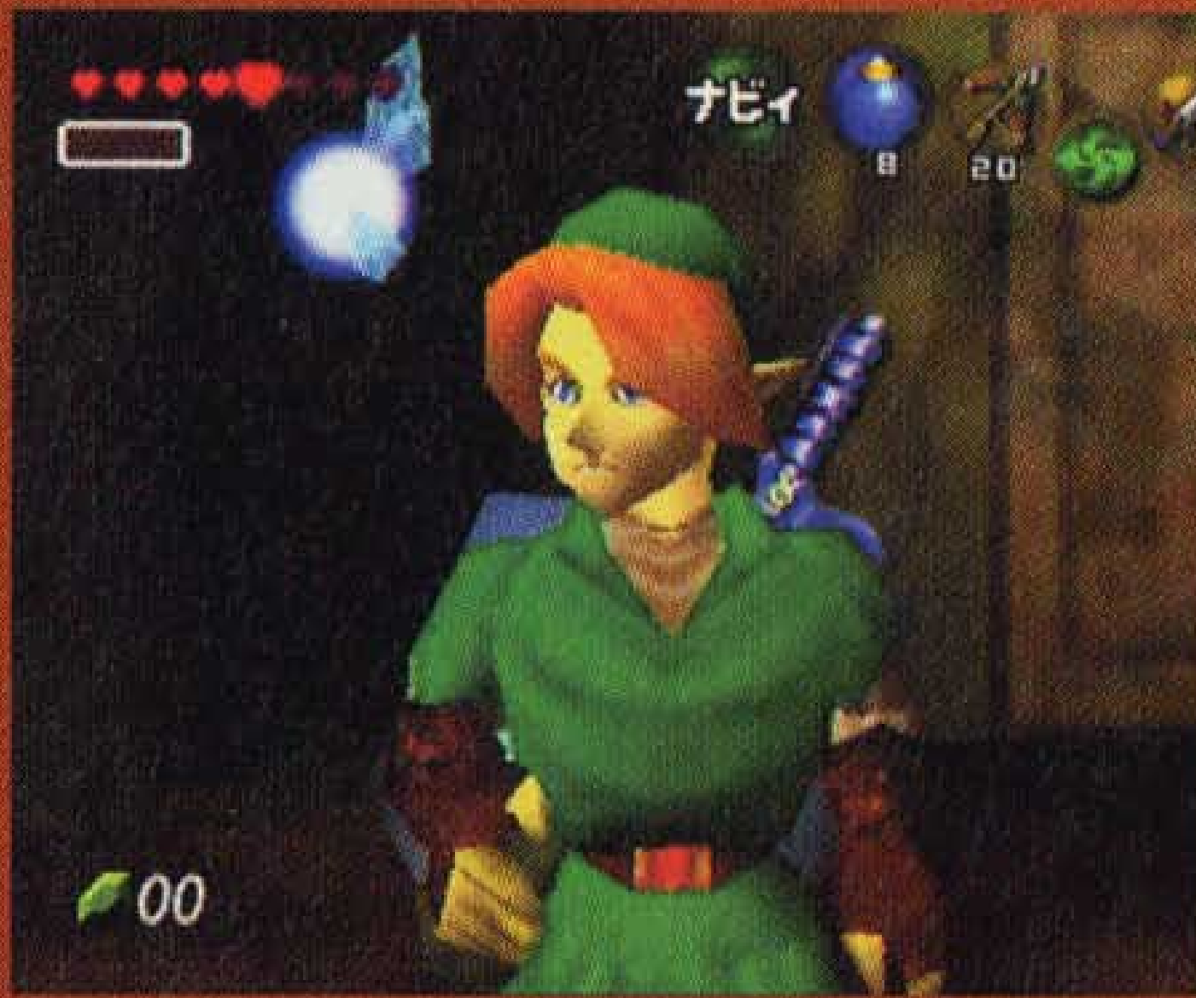
Even with the cartridge's increased capacity Japanese schedules still have the game down as a pre-christmas release. And with an English translation already in progress in the US, you could be playing *Zelda* as soon as February next year. Meanwhile, Nintendo are promising a playable game at Shoshinkai in November and we'll have James's hands-on report burning it's way into our super Christmas issue!



*◁ The mystery of Link's fairy companion is finally revealed!*

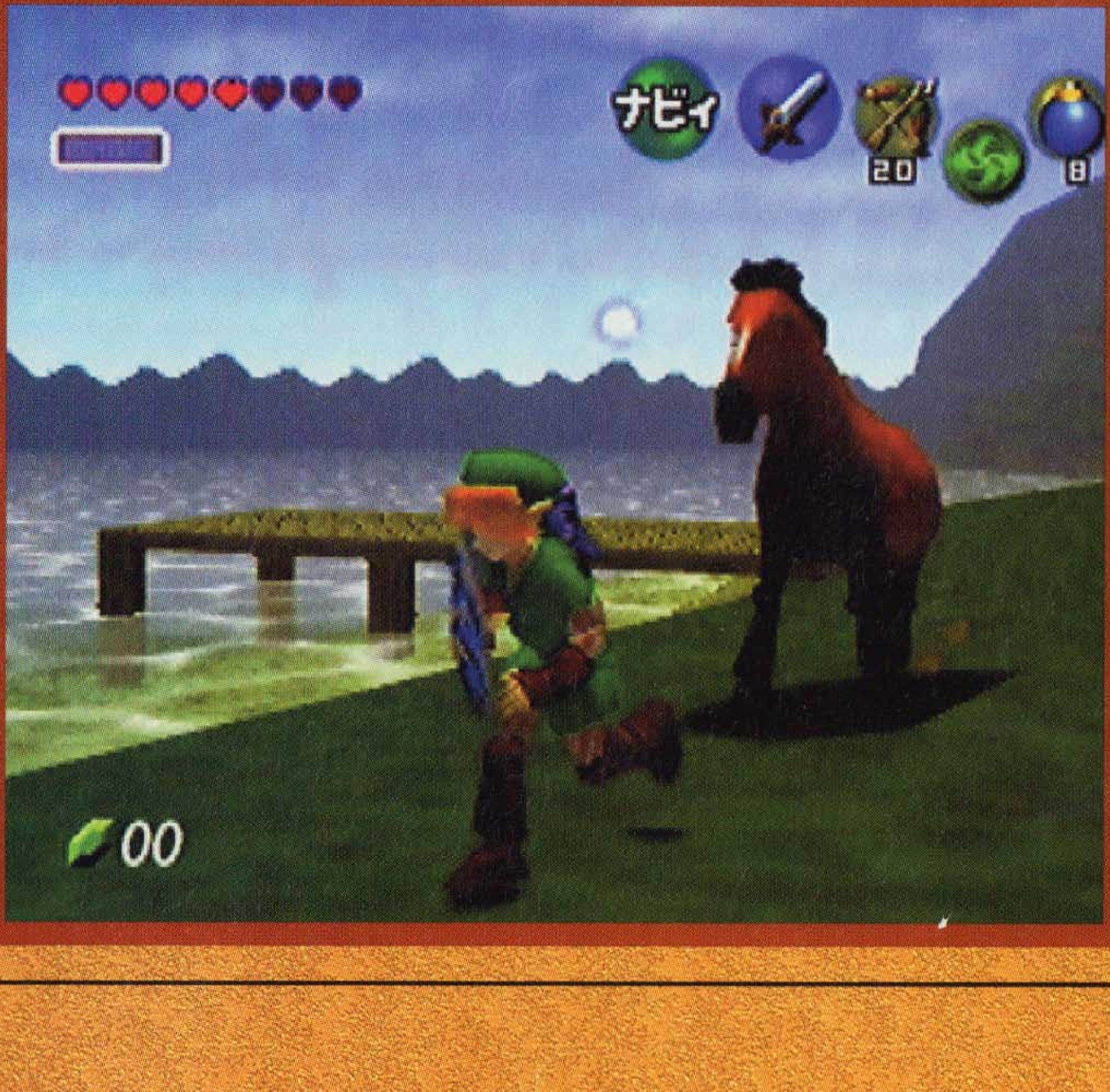


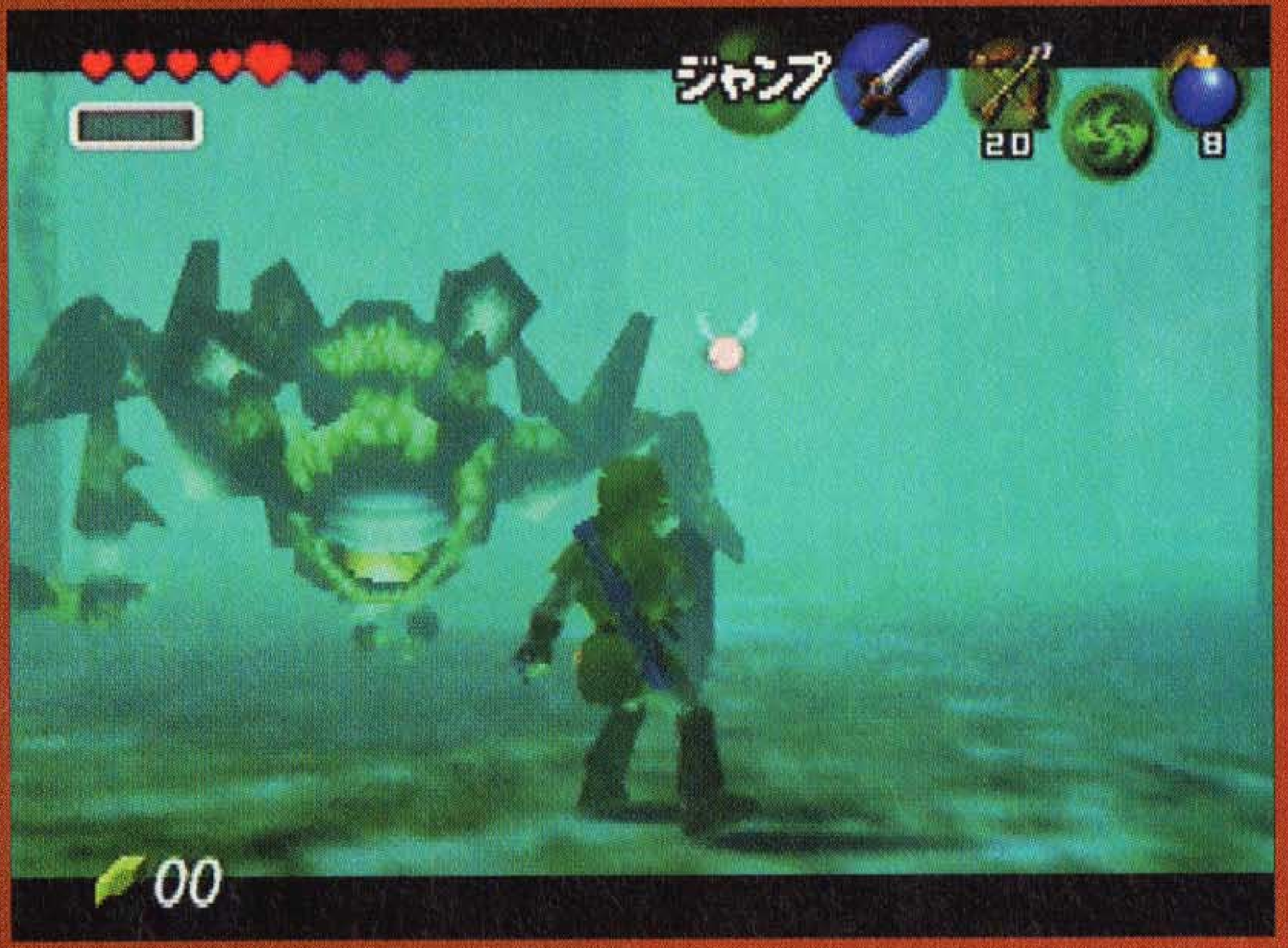
*Link's face has evolved though many different versions. Could this lip-biting one be the last? ▽*

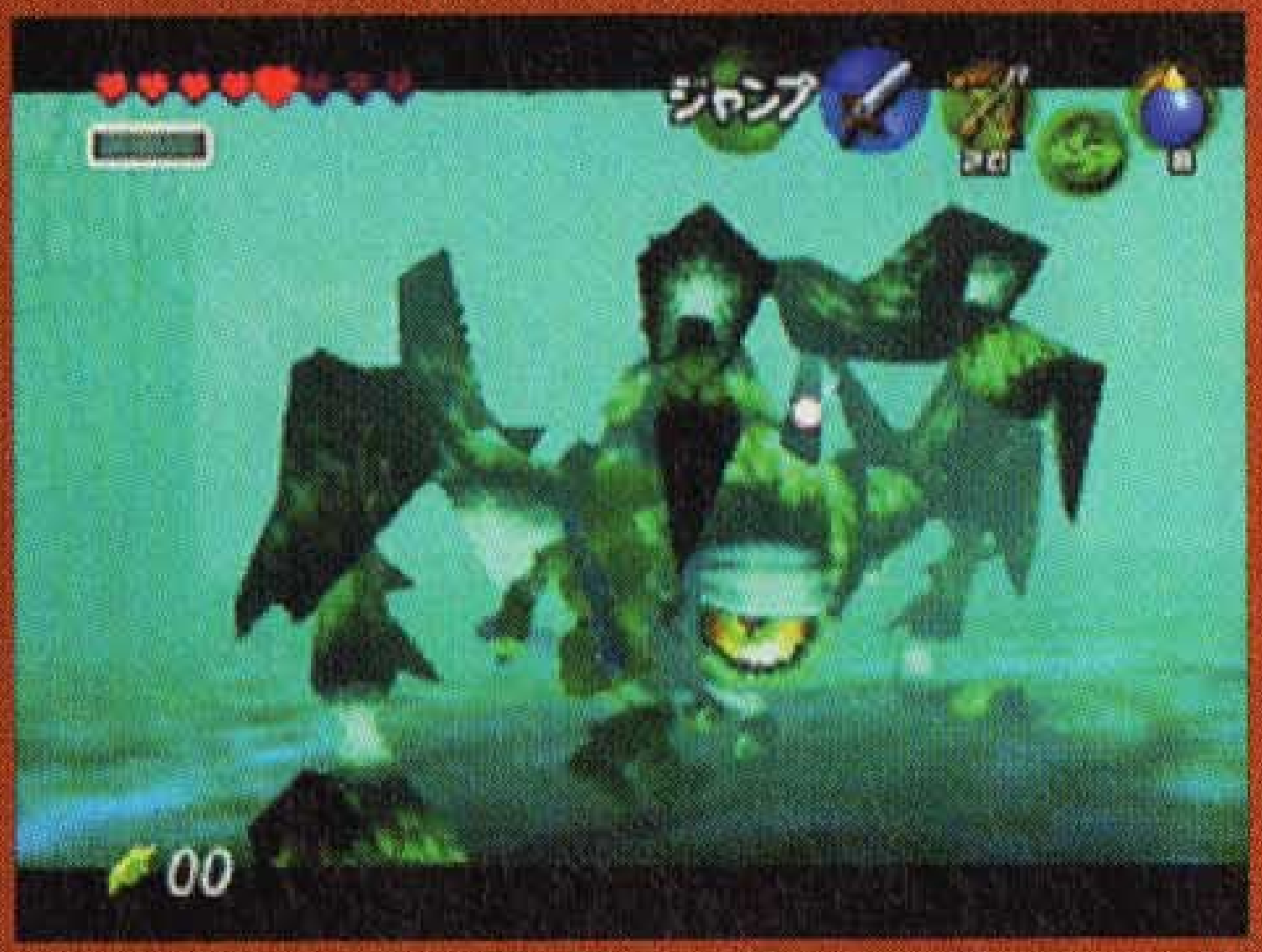


*△ Link gets sand between his toes. What could be next? Surely not the slippy-slidey ice wold?*

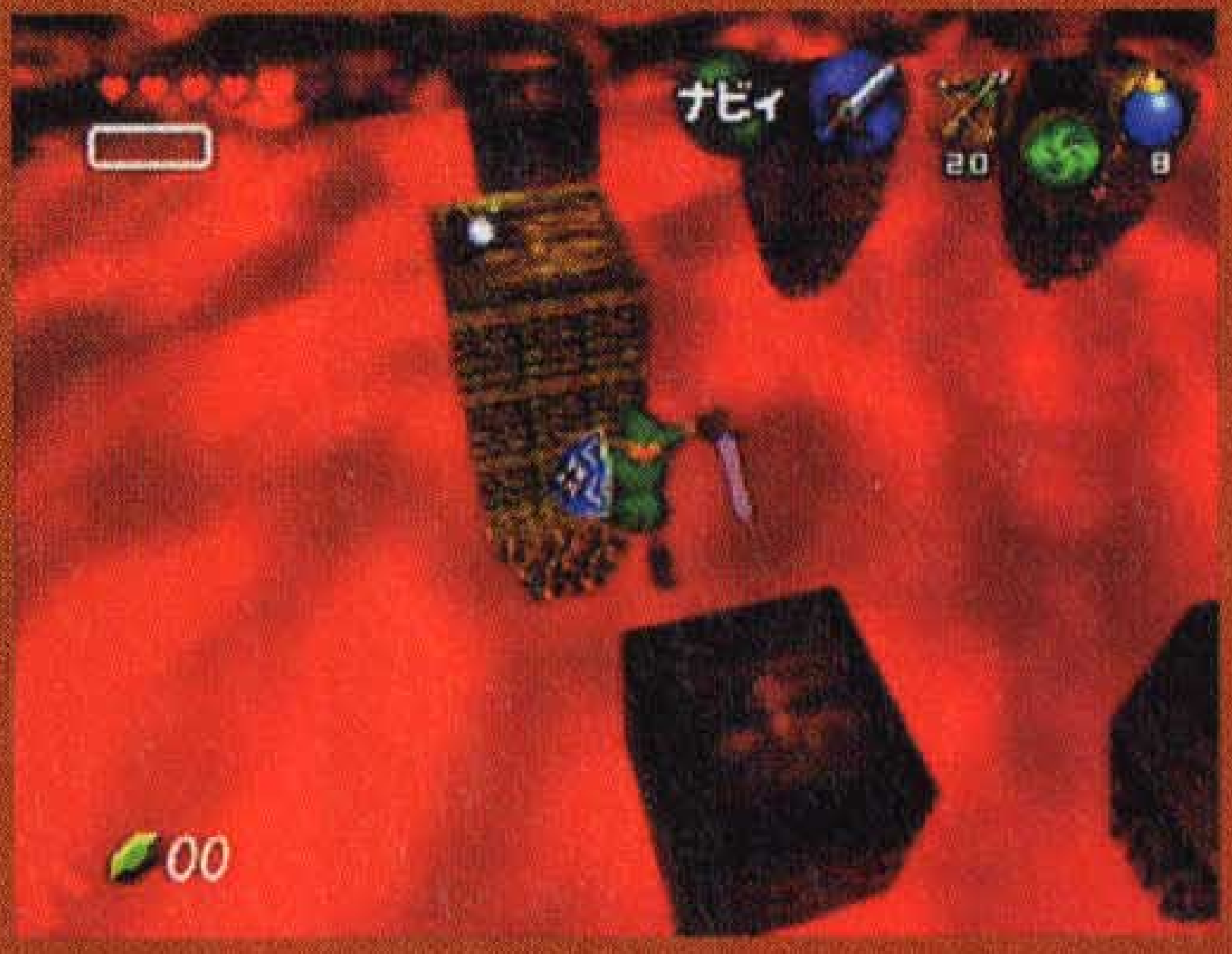
*Think of the most awkward mode of transport to model and animate, and then trust Miyamoto to give it to Link. ▽*





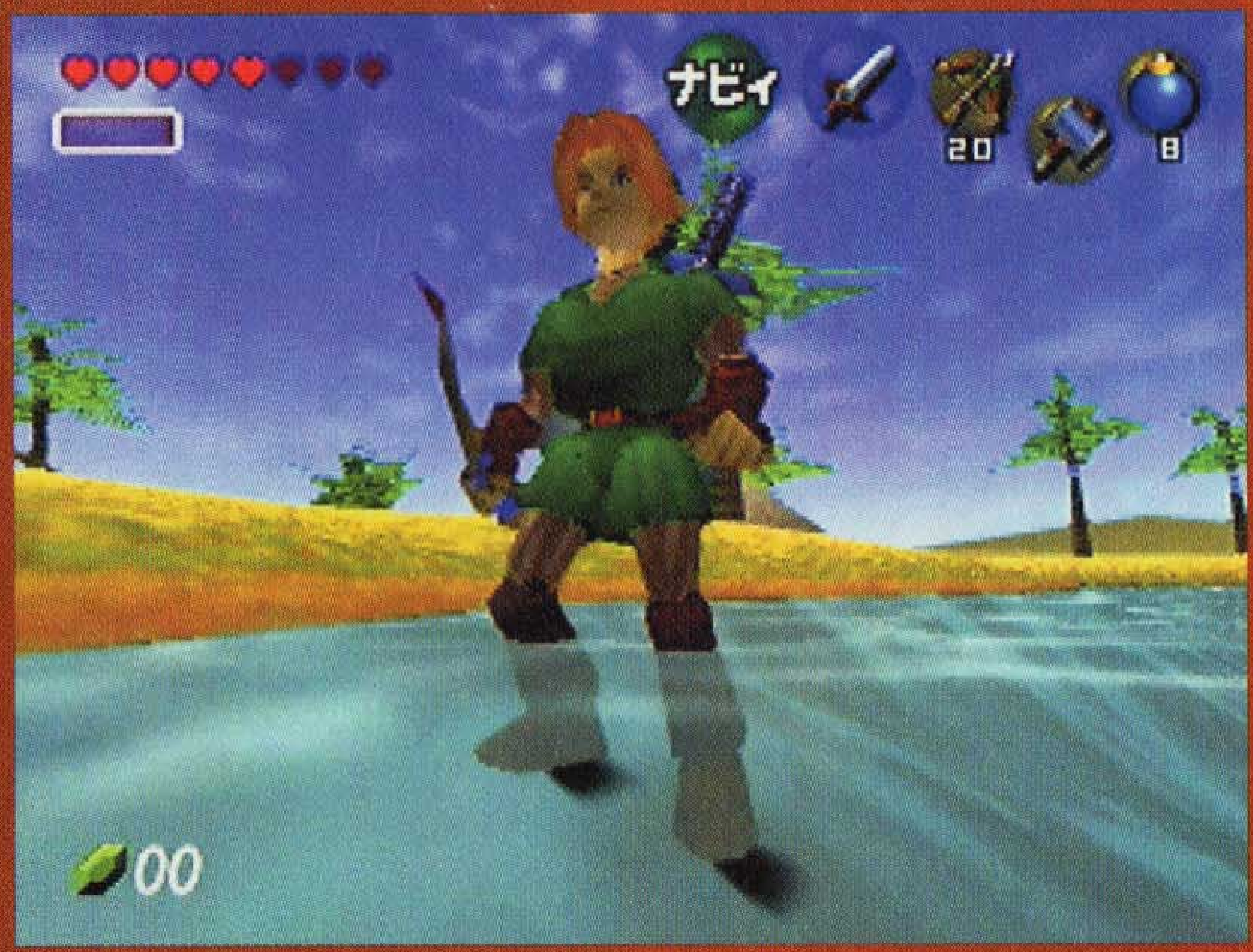


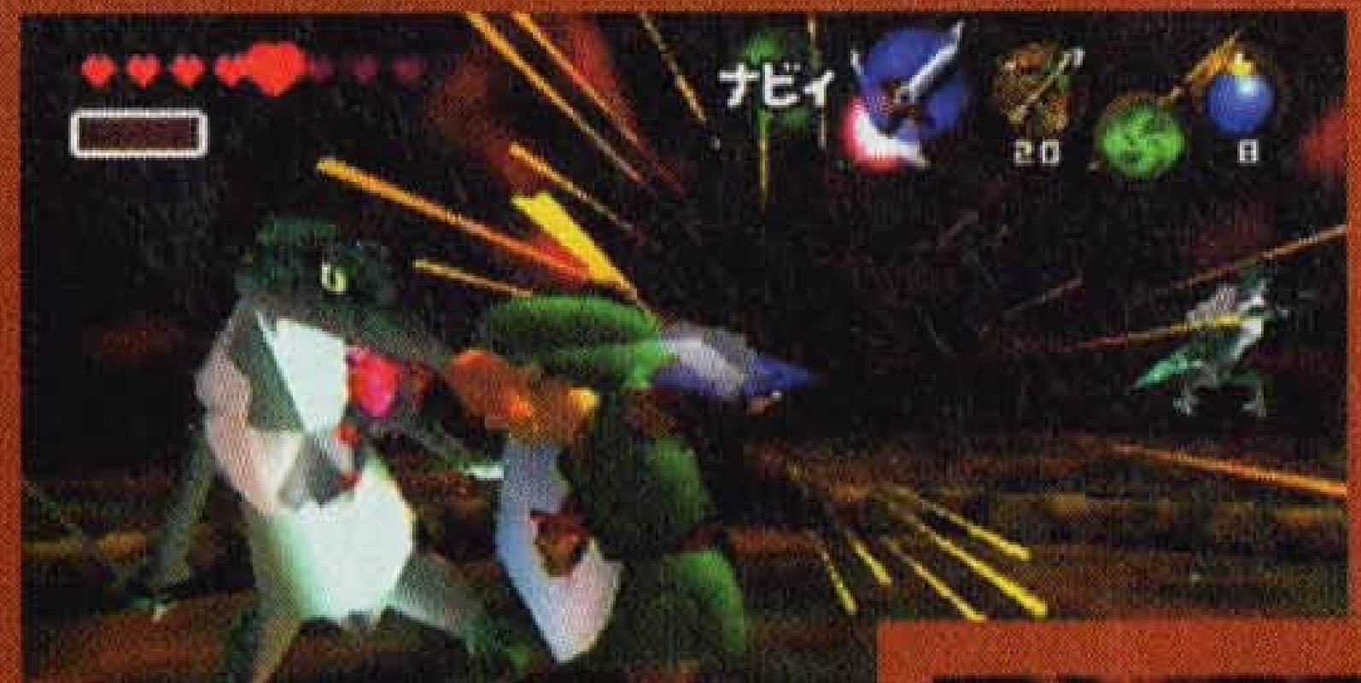
△ ◁ We don't know if it's for cinematic effect or not but the screen automatically crops in to this widescreen mode at certain times. Could it be for StarFox-style linking scenes like Link confronting this huge boss?



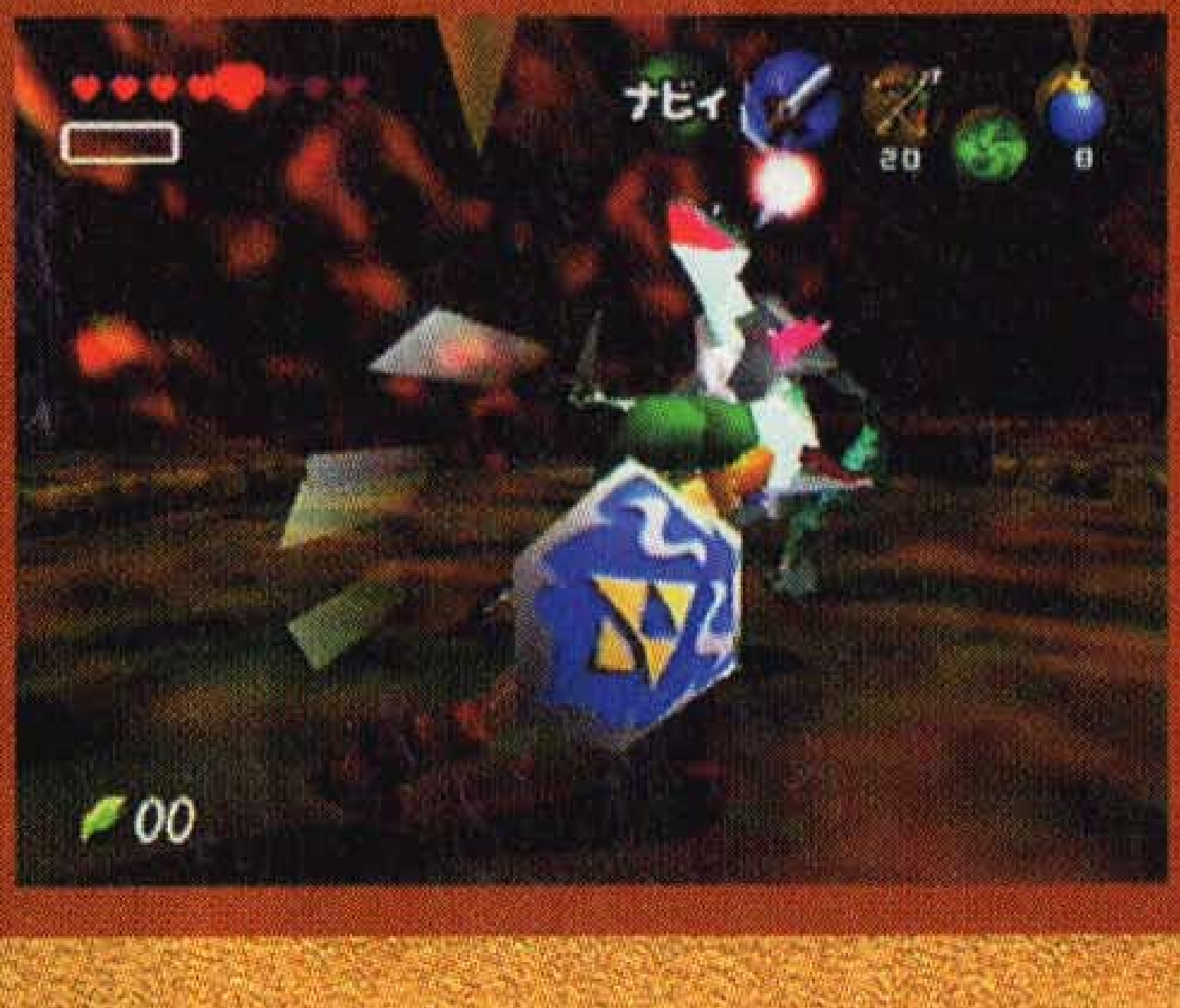
There's plenty of ▷ jumping to be done if Link's going to negotiate the platform dangers of the dungeons.

Zelda 64 contains every lighting and transparency effect ▽ in the book.





◁ The lizard-man is yet another new character in Link's rogue's gallery of foes.



Link's battle moves ▷ are far more complicated and fluid than Mario's punching and jumping combat techniques.

# ASK FUSOYA

**With a nip in the air and the long nights drawing in, an old wizard's thoughts soon turn to roaring log fires, a hot chocolate with a hint of something spicy, some soothing Eno on the gramophone and a good N64 RPG to while away the hours. Well they would if he could get his hands on some! FuSoYa can not live by *Goemon* alone and while this month's *Zelda* news has managed to a initiate a twing of excitement to those most distant of extremities it is no real substitute for the enchantment of full-on gaming action... Erm, as he believes you youngsters call it. So, to help soothe our excited brows, let us indulge in yet another round of role-playing Q and A's.**

**Firstly, Andre Tonnesen from Norway has these questions knawing at his conscience:**

1. How good is *Quest 64* (*Holy Magic Century*) now and how good do you think it will be when it's released?

**FuSoYa ponders for a moment (in true Vic and Bob fashion) and replies:**

*While FuSoYa has sampled the delights of Century's wonderful character designs, lovely day to night feature and interesting battle system, he knows little of how well its tale is crafted. As the game stands at the moment it is little more than a very good game engine. But fear not, for all FuSoYa's enthusiasm for the Holy Magic Century he will not hesitate to cast a 'bad score' curse should its story fail to live up to expectations.*

2. In my opinion *Chrono Trigger 2* would be perfect for the 64DD, with all its time changing craziness. How likely is it that we'll see it on the DD?

(Small square shaped demons appear around FuSoYa's feet and start gnawing at his leatherette slippers, moaning pitiful like Mariah Carey.) *Aggghhhh! Away with you now, you foul beings!*

**In an effort to calm his nerves FuSoYa reads a letter from James Kenny, who wishes to know:**

How long does a day last in *Holy Magic Century Eltale*?

*On the version FuSoYa has most recently played, a game day lasted little more than 8-10 minutes. A little too short for my liking but I suspect that's because the programmers wish to show off the feature. Whether or not it will be lengthened in the final game I'm afraid I do not know.*

**Yet more questions from across the water as Stelios Giamarelos asks:**

Have Konami considered the possibility of omitting the two sampled songs in *Goemon*, thus reducing the size and allowing a release of the game in the West?

**FuSoYa chuckles to himself as he quietly hums 'goooo-iiing now'.**

*It would now seem that Goemon will be released in the both the U. and UK, quite possibly with both songs intact. The important question now is whether Konami's translation will scrape the same mouldy barrel as the first SNES game. Listen up Konami! We don't want Kid Ying and Dr Yang. Not only were the names stupid but ying and yang are Chinese concepts! If you're going to try to make weak jokes, at least get the country right!*

**And to finish with, Tony Mear of Surrey has this bee in his bonnet:**

Nintendo have indicated that *Zelda 64* will be released in Japan this year, but do you really think this is likely? The limited number of screenshots released give little away and suggest that the game is far from complete. Is this just a case of Nintendo being over-secretive or could we yet have a long wait for Link's next adventure.

*I hope this month's RPG news answers your question. Zelda is still on for a pre-christmas Japanese release, even with its new increased size, and from the new information and screenshots seen here (which FuSoYa thinks are far from 'limited') it's hard to feel anything but unbridled excitement for* Zelda 64. *Remember though that this is still an 'action RPG' with the emphasis on the action. FuSoYa hopes that you won't be one of those RPG bores who will badmouth the game because it doesn't offer the amount of 'fiddly stat bits' seen in the likes of* Final Fantasy *and* Dragon Quest. *Enjoy the game for what it is!*

**That's nearly all for now. But there's just time to summon the mystical forces needed to cast the dreaded 'Meteo' in the direction of Amanda Waldy of West Sussex, who had the cheek to send FuSoYa a blank postcard with words 'Are Square EVER going to develop for Nintendo again?' on it. Weeks later and I'm still trembling with rage. So much so that I even forgot to set the video for Celebrity Ready, Steady, Cook! Consider yourself suitably smited Amanda.**

**That done, if you have an RPG question that simply must be answered then send it to:**

**Ask FuSoYa, N64 Magazine,**
**30 Monmouth Street, Bath**
**BA1 2BW.**

**Ask if I approve of the interior design ideas on Homefront or Changing Rooms, however, and I will cast Meteo! Consider yourselves to have been duly warned.**

GO! GO! ▷

# Grintendo!

LATEST NEWS!

## NINTENDO'S 1998 LINE-UP

| | | | | |
|---|---|---|---|---|
| NINTENDO | ?M | ? | NEXT YEAR | NEXT YEAR |

**Nintendo have revealed more about their upcoming titles for 1998. Their PR supremo in Japan, Yoshio Hongo, has been talking quite a bit about *Yoshi's Island 64* (or *Yoshi's Story* as it'll be known in the West).**

"This time, unlike in its Super Famicom predecessor, Baby Mario will not be in the game," he said, adding: "There are six worlds and each world has four stages. We have a new idea for sounds, too." More information is available for your perusal, starting on page 6. One sour note, though, is that although the game's still on target for a November release in Japan, it definitely won't be out before Chrimbo in Europe or America, owing the the time it'll take to translate.

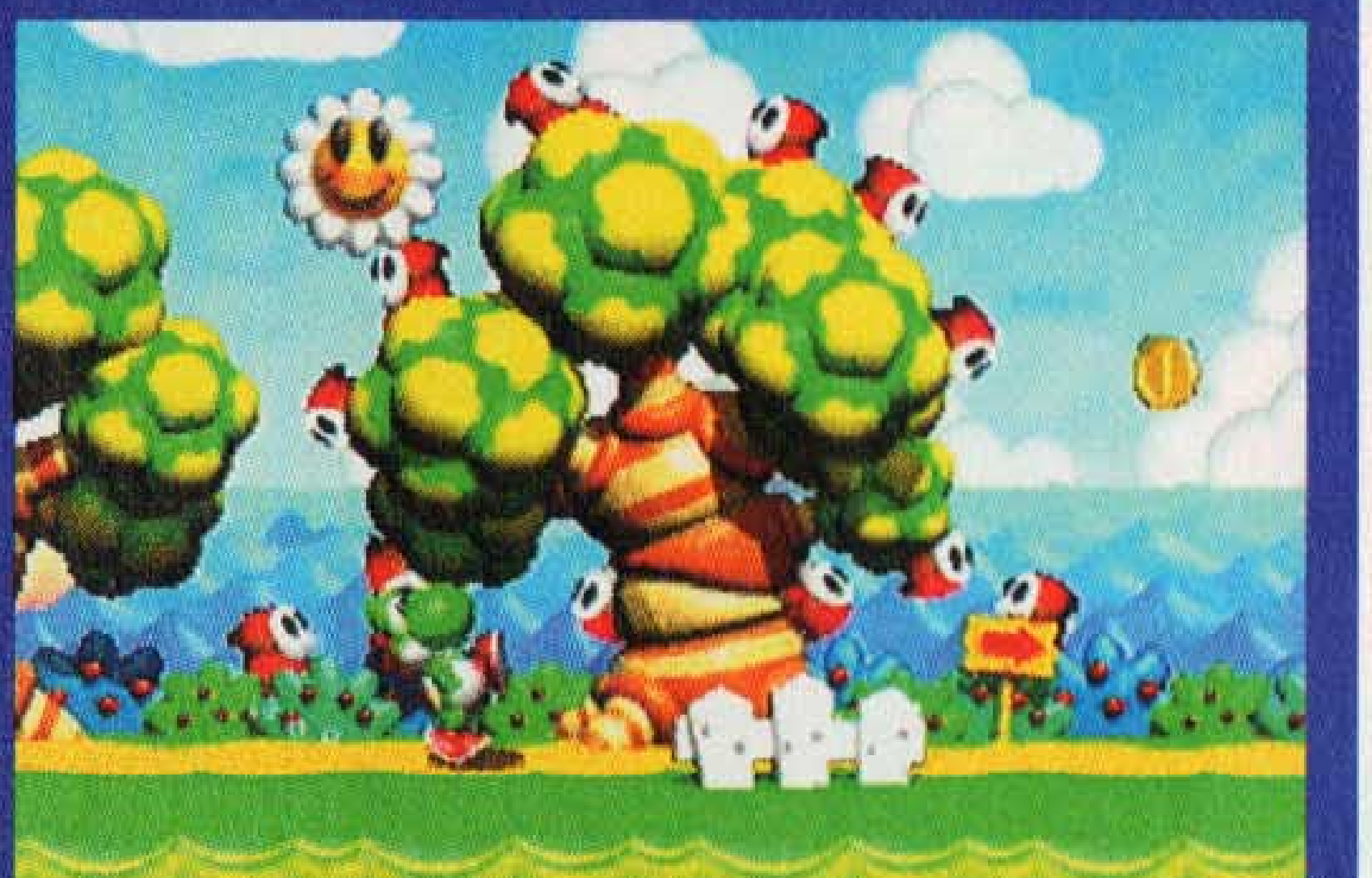
In a similarly disappointing announcement, Rare's forthcoming *Banjo-Kazooie* has also been postponed until "early next year". Reasons weren't exactly flowing from Nintendo's cup of information but, with *Diddy Kong's Racing* likely to deliver in spades this Christmas, cute-fluffiness ought still to be well catered-for. Hongo also mentioned that *Banjo-Kazooie* would be renamed for its Japanese release. "Both names are taken from musical instruments, but Japanese people aren't familiar with kazoos. So, we're thinking about more Japanese-like names. Maybe 'Donkey Bear', or 'Big Adventures of Bear and Bird'." We're sure he was joking. We really *hope* he was joking.

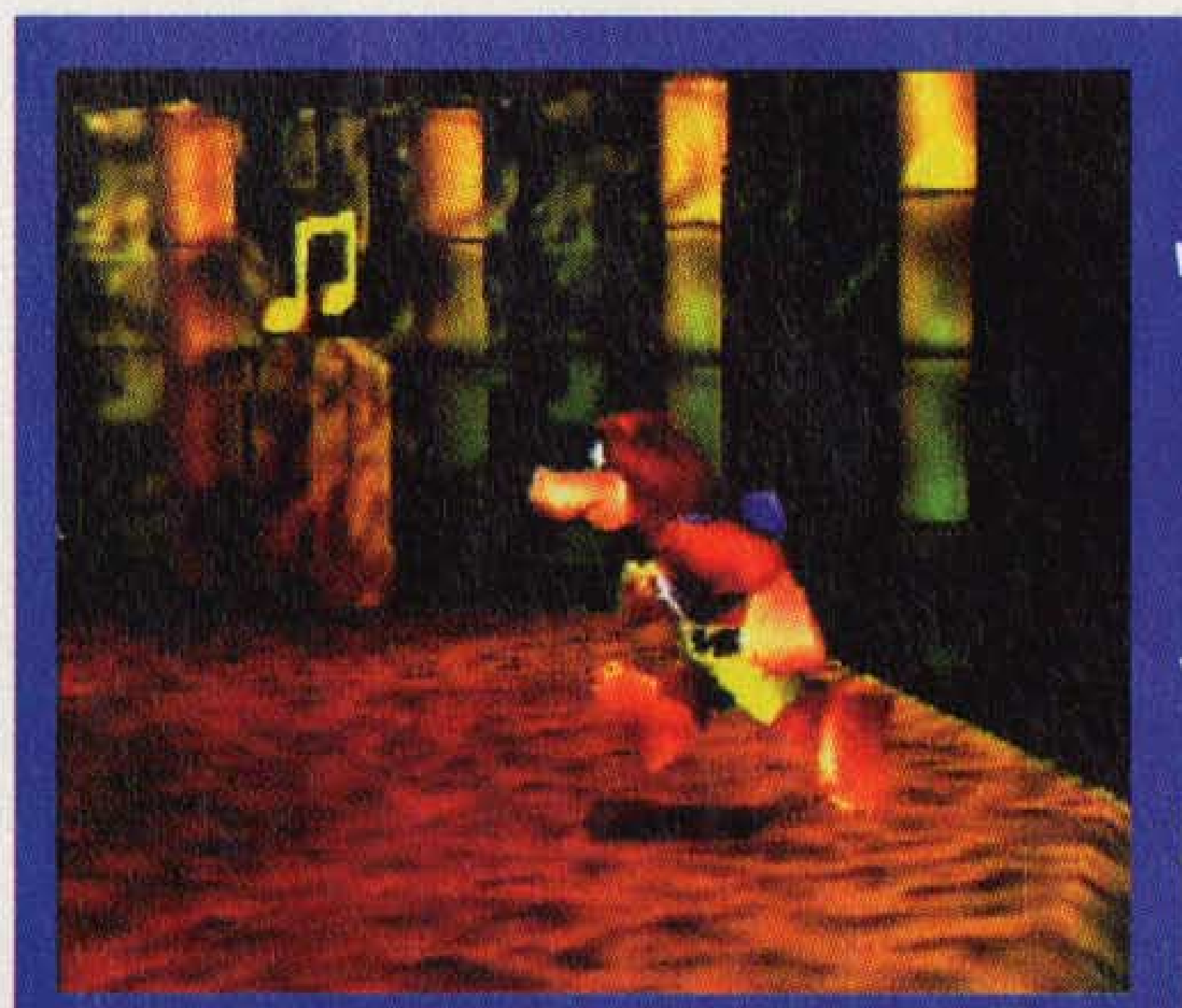
Miyamoto also had his two pennyworth on the subject of Rare's E3 star, saying, "This idea about two co-operative main characters is really good. It's new and fun. Rare have done some really hot stuff." He admitted Nintendo's in-house developers see Rare as friendly rivals. "I think it's their planning and developing power. I haven't spent much time with *Banjo-Kazooie* yet, but judging from what I've played, it's really solid. I'm looking forward to it."

Nintendo's ages-in-development golf game, provisionally (and imaginatively) titled *Golf*, has hardly come on at all according to Hongo-san. He admitted: "We *are* working on it. The development is so early that we can't even say for sure if it will feature Mario or more realistic, real-person golfers."

As for the touch-and-go *Kirby* game, well, it appears it *is* still kicking about in Nintendo's plush development offices, but isn't likely to see a release until well into next year. "We're hoping to release it as soon as we can. But the game is delayed... we will release some more screenshots next month." Expect pictures, then, in thirty days' time.

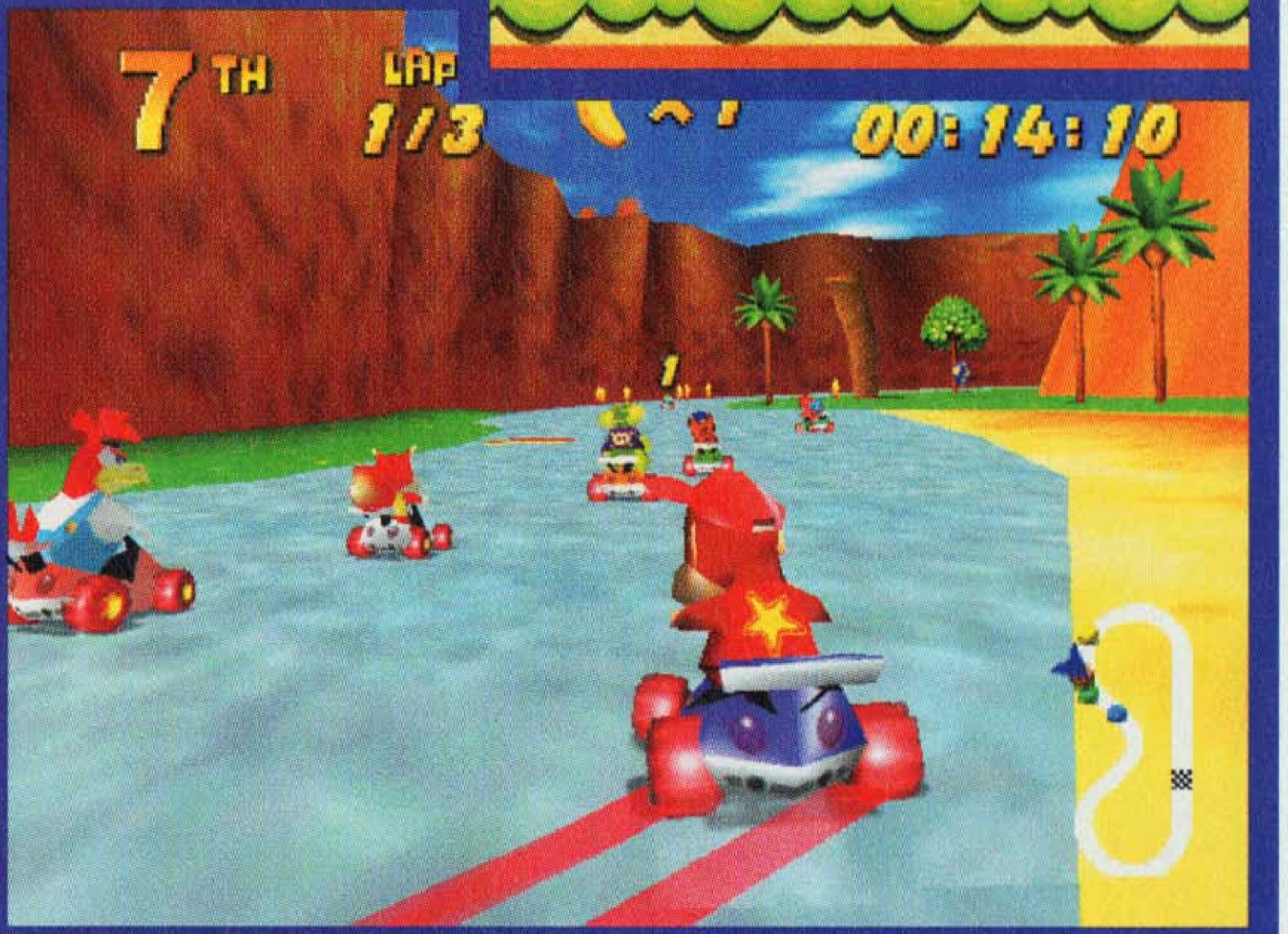
Yoshi's Island. *Looks a tad tasty, doesn't it? And it's going to play a bit as well. Be sure to look out.*



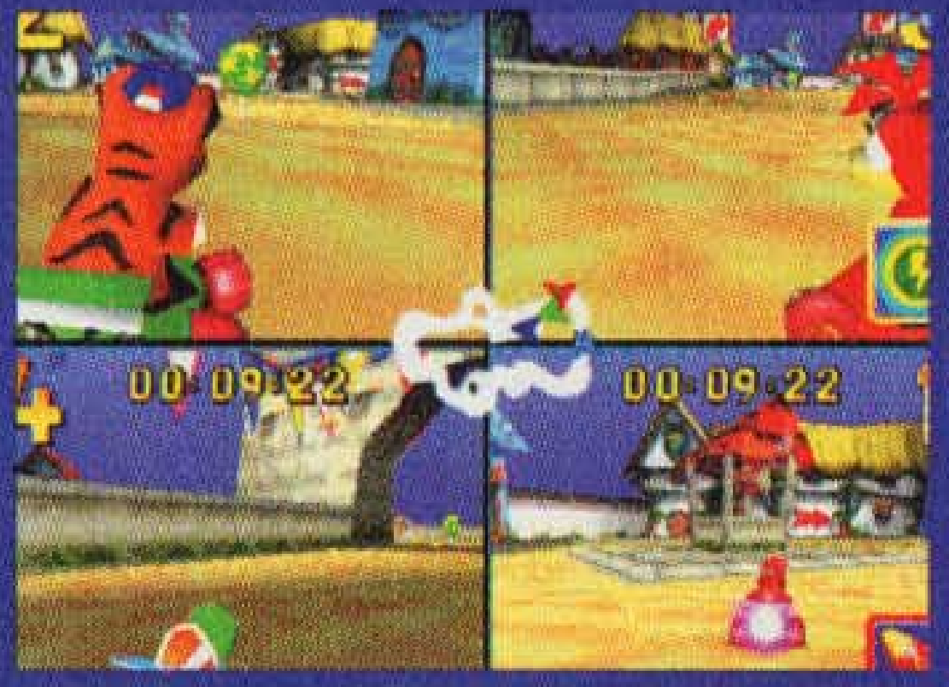


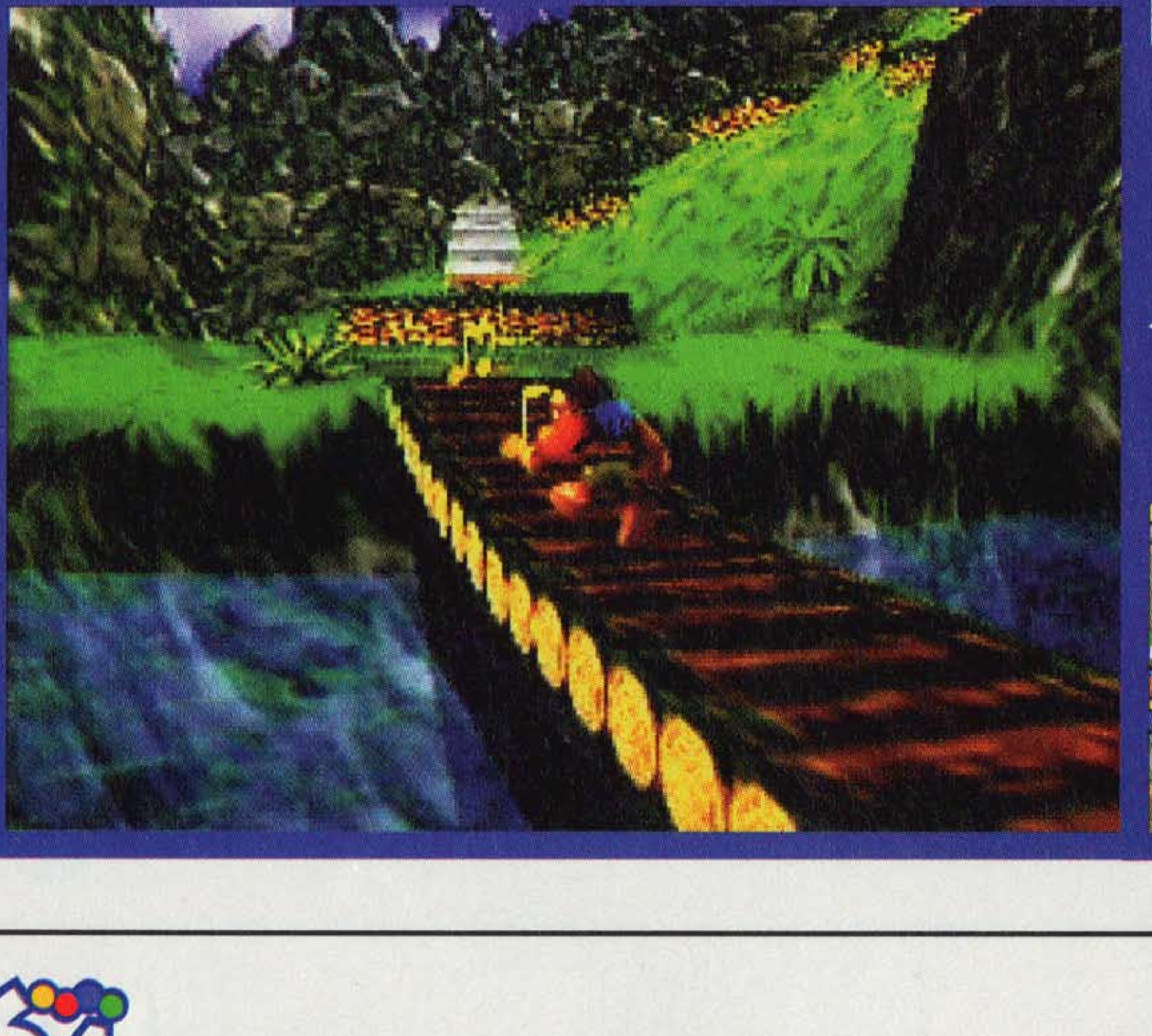
*DKC as a bear, we said. But, looking at these new shots, it's turning into something completely different. Really.*

*Now, let's be honest, who expected DKR would better Mazza K?*



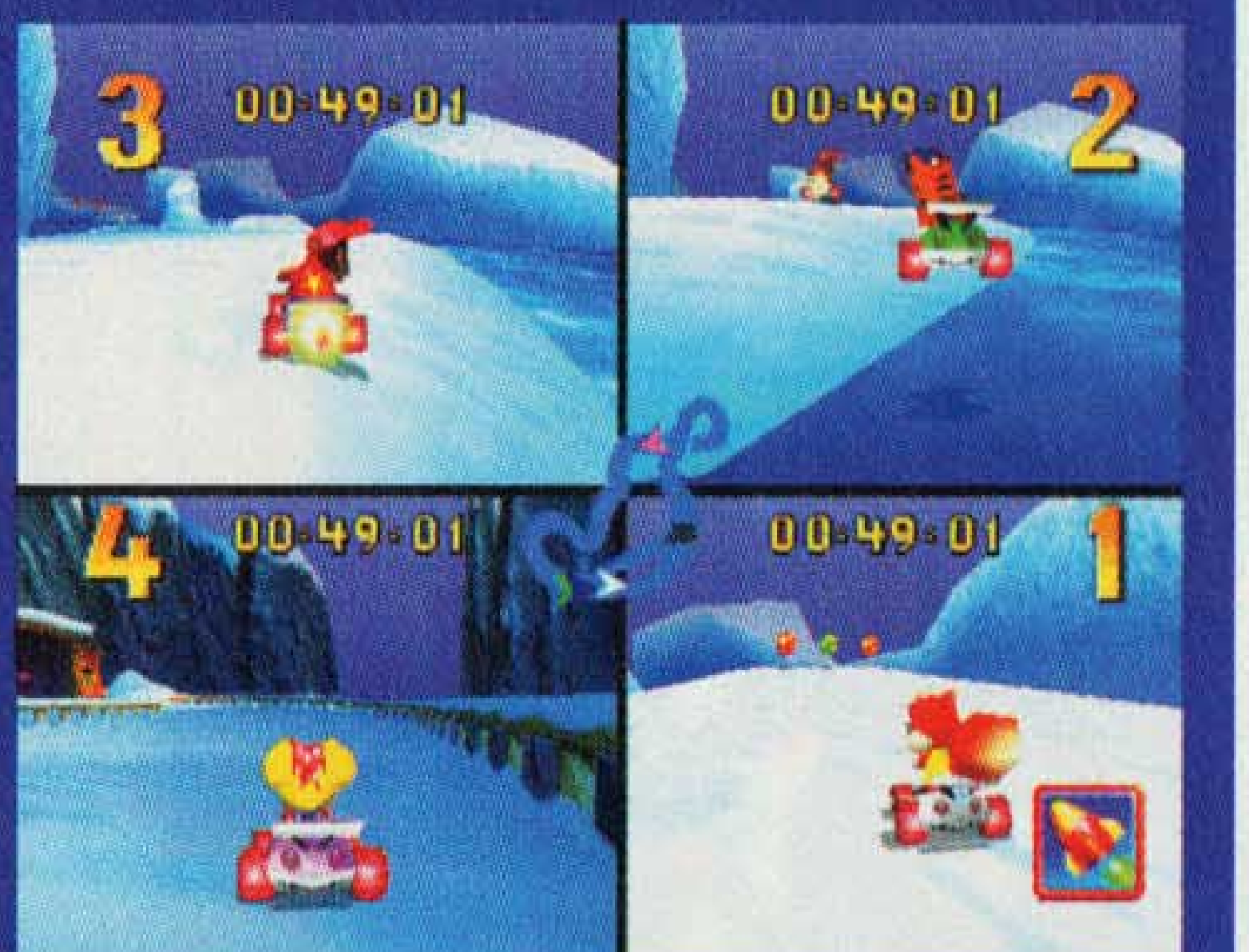
*The four-player mode is exceptional. Especially when you consider that all of the racers have different transport.*

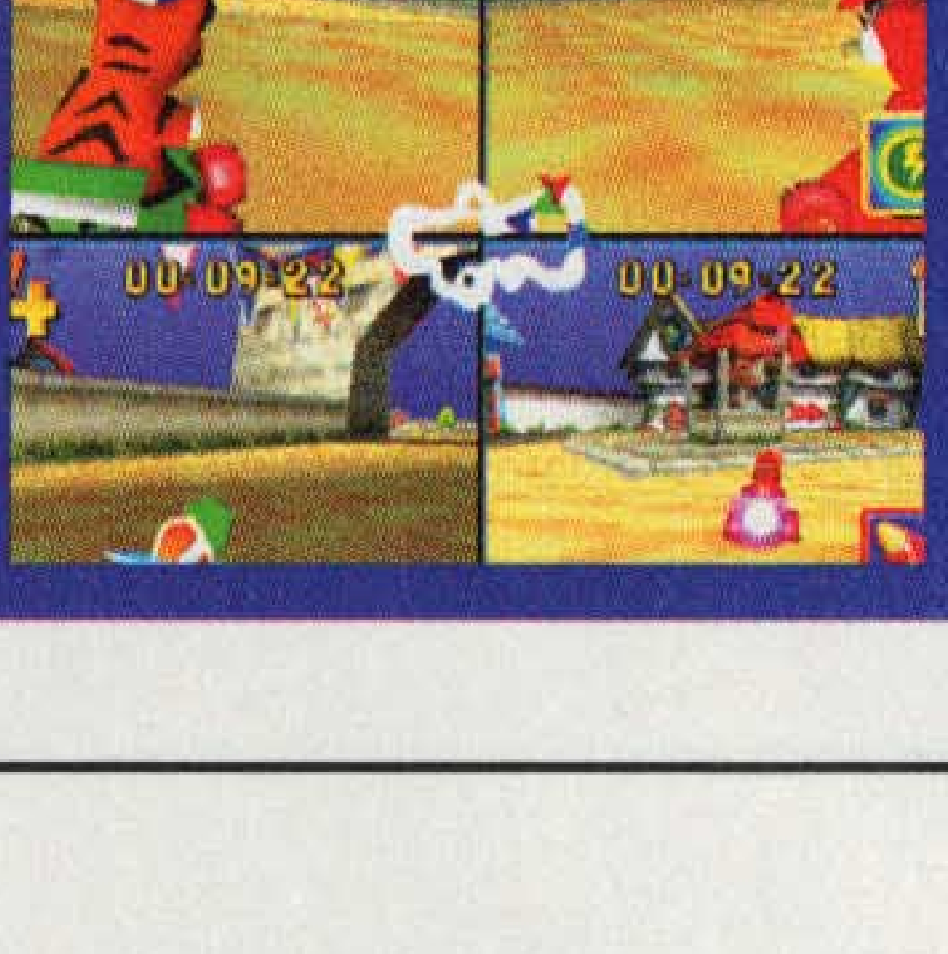




*Believe it or not, there's only two programmers working on Banjo. Crazy!*

*Ice world. Ah, but this is different. This is sooo much better.*





*Aaaaaand more four-player for you. Just so you get an idea of how thoroughly stupendous it is. We can't wait.*

## An ear to the ground

The biggest news of the month is undoubtedly that Capcom are working on four N64 games. The first, a puzzle game, has already been touched upon in earlier issues of this very mag, but the others are to be a *Resident Evil*-style adventure game (though not *Resident Evil*), a game based on the *Street Fighter* license and, finally, *Ghouls and Ghosts 64*. Important spokesperson Junnichi Nagai had this to say about the other titles: "We have several teams working on games for the N64. We *will* release an exclusive game for the Nintendo 64, and it will be to the N64 what *BioHazard* is to the PlayStation".

Bandai – never ones for unnecessary secrecy – have disclosed they've got *Tamagotchi 64* in development. The announcement, reported first in Japanese newspaper Yomiuri Shinbun stated that its full name will be '64 De Hakken! Minna De Tamagotchi World!'. Mmm, snappy. Its basic set-up is similar to that of our hotly-selling egg friends, except it'll be a tad more expensive at around 35 notes. The Japanese can expect it in time for Xmas.

Atlus have almost completed work on a *Mario-Kart*-style snowboarding game called *Snowbo Kids*. However, they've warned that the game "may not happen in the US", thus ensuring it *certainly* won't happen in Europe. The Japanese company are looking for a US publisher, though. The game itself differs from the crop of other snow-bound sliders by introducing cute characters, and there'll be a plethora of tracks to boot, as well as a board customising feature. December has been scribbled in for a release.

Imagineer, enormously productive already, have announced another two titles for 1998. The first is to be *Multi-Racing Championship 2*, a follow-up to the solid Genki-developed cover star of **N64**/5. Ocean will again do the business here and in America as publishers, though the structure of the game is not yet known. Their second title is an RPG. The characters will be drawn from popular Japanese TV programme Samurai Showdown. More sooner than soon.

Finally, Human have abandoned all future N64 plans. That means no wrestling game, then? Yep. Thankfully. Oh well, life goes on and that.

# ULTRA RELEASE LIST

## The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

| | Game name | Publisher | Type | Country |
|---|---|---|---|---|
| **September** | | | | |
| 5 | Blast Corps | Nintendo | ACT | UK |
| 5 | J League Dynamite Soccer | Imagineer | SPT | JPN |
| 9 | Multi Racing Championship | Ocean | RAC | US |
| 18 | Jikkyou World Soccer 3 | Konami | SPT | JAP |
| 23 | Lamborghini 64 | Titus | RAC | US |
| 26 | Bomberman 64 | Hudson | ACT | JPN |
| 29 | Mischief Makers | Nintendo | ACT | US |
| 30 | Lamborghini 64 | Titus | RAC | US |
| | ED | Ubi Soft | – | US |
| | Robotron X | Williams | SHT | US |
| **October** | | | | |
| 3 | Lylat Wars | Nintendo | SHT | UK |
| 20 | Clay Fighter 63 1/3 | Interplay | FGT | US |
| 20 | Extreme G | Acclaim | – | US |
| 24 | J-League 11 Beat 1997 | Hudson | SPT | JPN |
| 25 | Top Gear Rally | Kemco | RAC | US |
| 28 | NFL Quarterback Club '98 | Acclaim | SPT | US |
| 30 | Puyo Puyo Sun 64 | Compile | PUZ | JPN |
| | F1 Pole Position | Ubi Soft | RAC | US |
| | Hexen | Gamebank | ACT | JPN |
| | Jeopardy | Gametek | PUZ | US |
| | Mace: The Dark Age | Atari | FGT | US |
| | Multi-Racing Championship | Ocean | RAC | US/UK |
| | Wheel of Fortune | Gametek | PUZ | US |
| **November** | | | | |
| 4 | MK Mythologies: Sub Zero | Midway | FGT | US |
| 11 | Madden 64 | EA | SPT | US |
| 11 | San Francisco Rush | Midway | RAC | US |
| 14 | Duke Nukem 64 | GT | SHT | US |
| 24 | Diddy Kong Racing | Rare | RAC | US |
| | Aero Fighters Assault | Video Sys. | SHT | US |
| | Chameleon Twist | JSS | ACT | JPN |
| | Final Doom 2 | GT | SHT | US |
| | GoldenEye 007 | Nintendo | ACT | UK |
| | Joust X | Midway | SHT | US |
| | WCW vs NWO: World Tour | THQ | SPT | US |
| | Yoshi's Island 64 | Nintendo | ACT | JPN |
| | 64 Ozumo | Bottom Up | SPT | JPN |
| **December** | | | | |
| 1 | Bomberman 64 | Hudson | ACT | US |
| 19 | Augusta Masters 98 | T&E Soft | SPT | JPN |
| 20 | NBA In the Zone '98 | Konami | SPT | US |
| 25 | Top Gear Rally | Kemco | RAC | JPN |
| | Biofreaks | Midway | – | US |
| | Holy Magic Century Eltale | Imagineer | RPG | JPN |
| | Hyper Olympics | Konami | SPT | JPN |
| | Nagano Winter Olympics | Konami | SPT | JPN |
| | Sonic Wings Assault | Video Sys. | SHT | JPN |
| | Super Robot Spirits | Banpresto | – | JPN |
| **1997** | | | | |
| aut. | Flying Dragon Fist Twin | Culture B. | – | FGT |
| aut. | Pachinko World 64 | Shoei | ETC | JPN |
| aut. | Professional Mah Jong | Athena | TAB | JPN |
| aut. | Morita Shogi 64 | Seta | TAB | JAP |
| aut. | Rev Limit | Seta | RAC | JAP |
| aut. | RoboTech: Crystal Dreams | Gametek | SHT | US |
| aut. | Sim City 2000 | Imagineer | SLG | JPN |
| aut. | VR Pro Wrestling | Asmik | FGT | JPN |
| wint. | Struggle Hard | Imagineer | FGT | JAP/UK |
| | Aero Gauge | ASCII | RAC | JPN |
| | Attack! | Midway | – | US |
| | Blade & Barrel | Kemco | SHT | JPN |
| | Body Harvest | Nintendo | SHT | US |
| | Dead Ahead | Optical | – | JPN |
| | Dual Heroes | Hudson | FGT | JPN |
| | F Thomas 'Big Hurt' Baseball | Acclaim | SPT | US |
| | Famista 64 | Namco | SPT | JPN |
| | Final Round 64 | Konami | SPT | JPN |
| | Flight Simulator* | Video Sys. | SHT | JPN |
| | Golf | Nintendo | SPT | JPN |
| | Human Wrestling | Human | SPT | JPN |
| | Ikazuchi no Goto Ku | Seta | TAB | JPN |
| | Kirby's Air Ride | Nintendo | RAC | JPN/US/UK |
| | Legend of Zelda 64 | Nintendo | RPG | JPN |
| | Legion X | Hudson | – | JPN |
| | Loderunner 64 | Bandai | ACT | JPN |
| | Mission: Impossible | Ocean | ACT | US/UK/JPN |
| | Namco Baseball | Namco | SPT | JPN |
| | Reason | Imagineer | – | JPN |
| | Rebel Moon Rising | Midway | – | US/UK |
| | Saikyo Habu Shogi | Seta | TAB | JPN |
| | Space Circus | Ocean | ACT | US/UK |
| | Super Real Island | Seta | – | JPN |
| | Tamagotchi 64 | Bandai | RPG | JPN |
| | Tokon Road | Hudson | SPT | JPN |
| | Ultimate Racer | Acclaim | RAC | US |
| | Ultra Combat | GT | – | US |
| | Wet Corpse | Vic Tokai | – | JPN |
| | Wild Choppers | Seta | SHT | JPN |
| | World Championship Wrestling | THQ | SPT | US |
| | XSW-1 | Video Sys | – | JPN |
| **January 1998** | | | | |
| 10 | Mystical Ninja 64 | Konami | RPG | US |
| | Nagano Winter Olympics | Konami | SPT | US |
| **February 1998** | | | | |
| | G.A.S.P.!~Fighters' NEXTream | Konami | FGT | JPN/US/UK |
| | Yoshi's Story | Nintendo | ACT | US |
| **March 1998** | | | | |
| 30 | Ken Griffey Jr | Nintendo | SPT | US |
| | Banjo-Kazooie | Nintendo | ACT | US/UK/JPN |
| | Conker's Quest | Rare | ACT | US/UK/JPN |
| **1998** | | | | |
| early | Centipede X | Midway | SHT | US |
| spr. | Jungle Emperor Leo | Nintendo | – | JPN |
| spr. | Ken Griffey Jr Baseball | Nintendo | SPT | US |
| wint. | NHL Breakaway '98 | Acclaim | SPT | US |
| wint. | Unreal | GT | ACT | US |
| | Earthworm Jim 3 | Interplay | ACT | US |
| | F-Zero 64 | Nintendo | RAC | JPN/US/UK |
| | Flights of the UN | Video Sys. | SHT | JPN |
| | Forsaken | Acclaim | ACT | US |
| | Hybrid Heaven | Konami | ACT | US/UK/JPN |
| | Jurassic Park 2 | Dreamworks | – | US |
| | Legend of Zelda 64 | Nintendo | RPG | US/UK |
| | Mario Paint 64 | Nintendo | ETC | JAP |
| | Mother 3 | Nintendo | RPG | JPN |
| | NBA Jam 98 | Acclaim | SPT | US |
| | Pocket Monster 64 | Nintendo | ETC | JAP |
| | Quake 64 | GT | SHT | US/UK |
| | Quest 64 | THQ | RPG | US |
| | Quest for Camelot | Titus | – | US |
| | Sim City 64 | Nintendo | SLG | JAP |
| | Sim Copter | Maxis | SIM | US |
| | Superman 64 | Titus | ACT | US |
| | Ultra Donkey Kong | Nintendo | ACT | JAP |
| **No release date yet** | | | | |
| | Actua Golf | Interplay | SPT | US |
| | Buggy Boogie | Nintendo | RAC | JPN |
| | Cavalry Battle 3000 | JSS | RAC | JPN |
| | Creator | Nintendo | TAB | JPN/US/UK |
| | Cu-On-Pa | T&E Soft | PUZ | JPN |
| | Daikatana | Ion Storm | SHT | US |
| | Dracula 3D (Castlevania 64) | Konami | ACT | JPN/US/UK |
| | Freak Boy | Virgin | ACT | US |
| | Jack and the Beanstalk | Nintendo | – | JPN/US/UK |
| | Kindaichi's Accident File | Hudson | – | JPN |
| | New Japan Pro Wrestling | Hudson | SPT | JPN |
| | Silicon Valley | BMG | ACT | US/UK |
| | Super Mario 64 2 | Nintendo | ACT | JPN/US/UK |
| | Super Mario RPG 2 | Nintendo | RPG | JPN/US/UK |
| | Tonic Trouble | Ubi Soft | – | US |
| | Turrican 64 | Factor 5 | SHT | US |
| | Twisted Edge Snowboarding | Kemco | SPT | US |
| | Ultra Descent | Interplay | SHT | US/UK |
| | VR Baseball | Interplay | SPT | US |
| | Wetrix | Ocean | PUZ | US/UK |

* working title

| KEY | | | | | |
|---|---|---|---|---|---|
| | | | | SHT | SHOOT-'EM-UP |
| ACT | ACTION | RPG | ROLE-PLAYING GAME | SIM | SIMULATION |
| FGT | FIGHTING GAME | SPT | SPORT | RAC | RACING |
| SLG | STRATEGY | TAB | BOARD GAME | ETC | MISCELLANEOUS |

## TOP 5 IN THE UK

Source: ChartTrack

| | |
|---|---|
| 1 | BLAST CORPS |
| 2 | MARIO KART 64 |
| 3 | INTERNATIONAL SUPERSTAR SOCCER 64 |
| 4 | SUPER MARIO 64 |
| 5 | SHADOWS OF THE EMPIRE |

## TOP 5 IN JAPAN

Source: Famitsu

| | |
|---|---|
| 1 | GANBARE GOEMON |
| 2 | GOLDENEYE 007 |
| 3 | MARIO KART 64 |
| 4 | POWER LEAGUE 64 |
| 5 | SUPER MARIO 64 |

## TOP 5 IN THE USA

Source: Electronics Boutique

| | |
|---|---|
| 1 | GOLDENEYE 007 |
| 2 | INTERNATIONAL SUPERSTAR SOCCER 64 |
| 3 | TETRISPHERE |
| 4 | STARFOX 64 |
| 5 | MARIO KART 64 |

## TOP 5 IMPORTS

Source: Project K

| | |
|---|---|
| 1 | GOLDENEYE 007 |
| 2 | TETRISPHERE |
| 3 | GANBARE GOEMON |
| 4 | STARFOX 64 |
| 5 | MULTI RACING CHAMPIONSHIP |

N64 MAGAZINE

## Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 **The Legend of Zelda 64**
Nintendo
Release TBA
→

2 **F-Zero 64**
Nintendo
Release TBA
→

3 **Diddy Kong Racing**
Nintendo
November
→

4 **Yoshi's Island 64**
Nintendo
Feb 1998
↑

5 **Super Mario RPG 2**
Nintendo
Release TBA
↓

Super Mario RPG (SNES) shown

6 **Banjo-Kazooie**
Nintendo
Winter
↑

7 **Castlevania 64**
Konami
TBA
↓

8 **Baku Bomberman 64**
Hudson
September
↓

9 **Mother 3**
Nintendo
March 1998
↑

10 **Holy Magic Century**
Imagineer
Autumn
↓

**Bubbling Under:** *Hybrid Heaven* (Konami), *Tamagotchi 64* (Bandai) *Top Gear Rally 64* (Nintendo)

# ゲーム日本

# GAME JAPAN

**Monthly report from inside the home of Nintendo 64.**
**By Game Japan/Recca-sha Corp.** (www.rcp.co.jp/recca/)

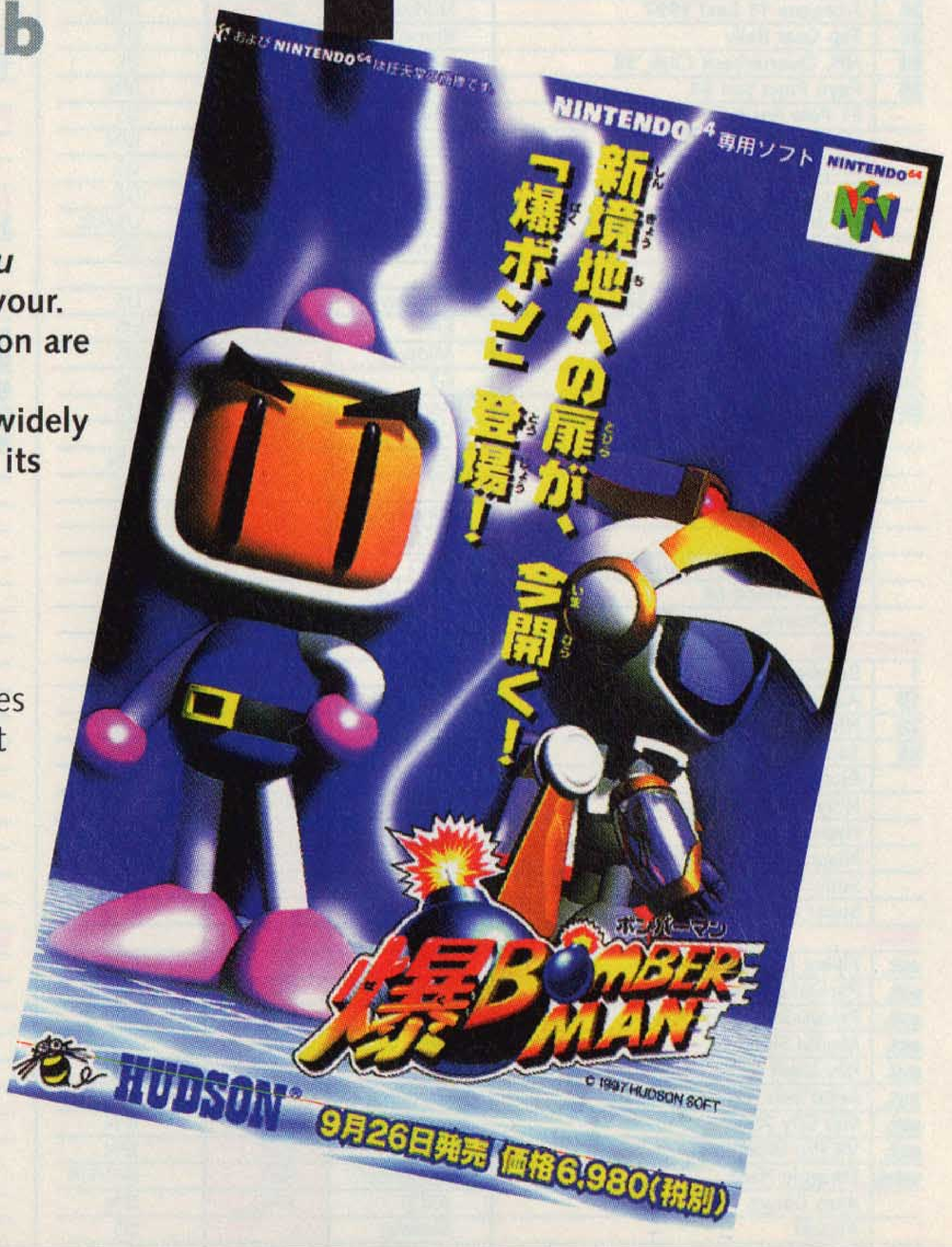
# Hudson's bomb plot

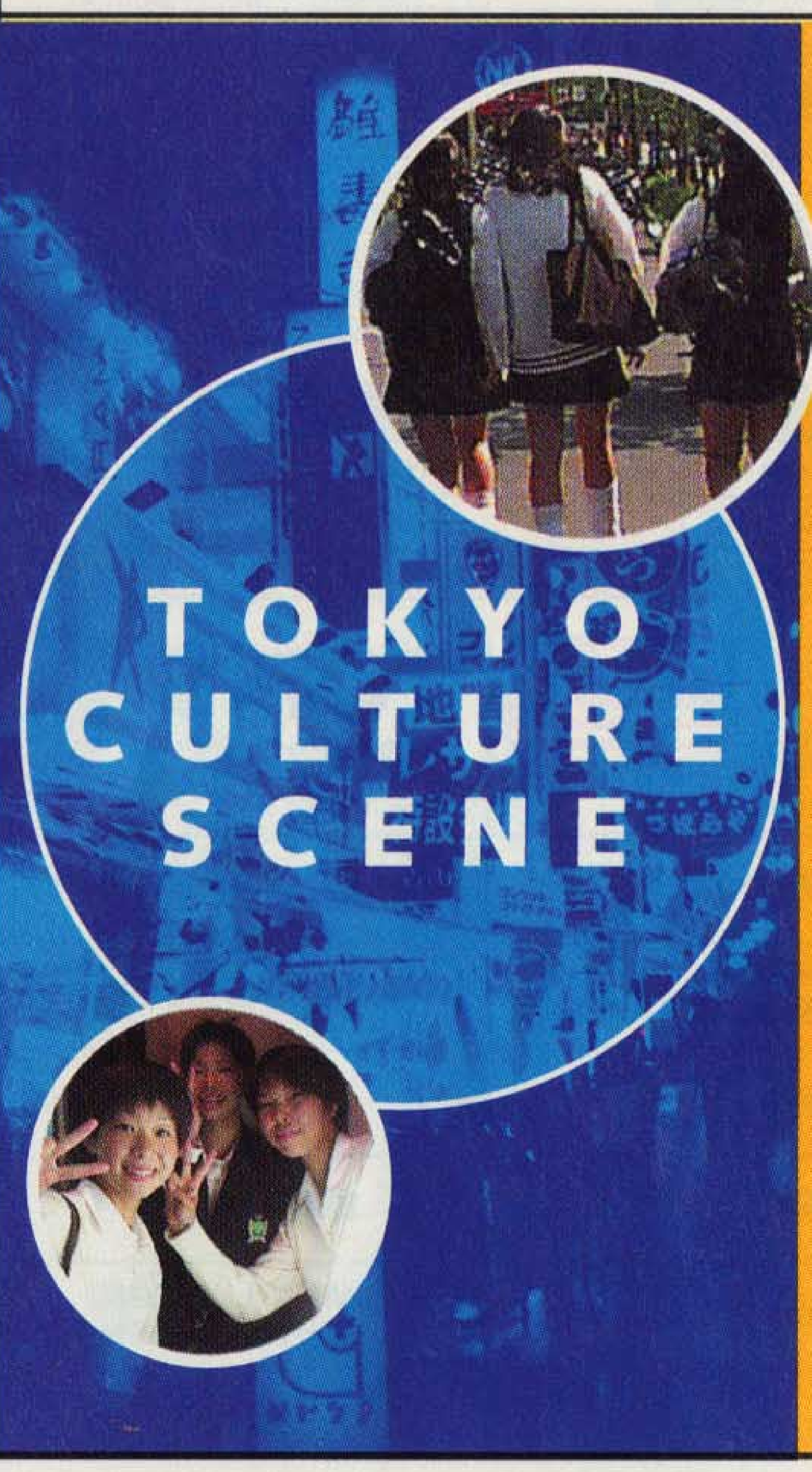
## Hudson's latest bomb campaign swings into action.

**Here in Japan, September 26th's *Baku Bomberman* is creating quite a fervour. In fact it's so eagerly-awaited Hudson are claiming it may sell out. The game, making free use of the N64's capabilities, has widely impressed Japanese games journalists, even in its slightly-less-than-complete incarnation.**

*Bomberman* places you into a fully 3D environment, with puzzle-solving and building-clearing the order of the day. The actual bomb explosions are highly impressive, destroying enemies and architecture alike, while the enemies contained within the eight worlds wander about just waiting to be blown up.

The most recent *Bomberman* to grace a system was the Hudson-developed *Atomic Bomberman* on the PC. That tried to change the formula with bigger sprites, networked 12-player games and all-new sampled speech. The results were largely hit-and-miss. However, on the N64, the Battle Mode will be in the popular SNES mould, with four normally-sized bombers scuttling about a single-screened set-up. We can't wait…


NINTENDO64専用ソフト
NINTENDO64
新境地への扉が、
「爆ボン」登場！
今開く！
ボンバーマン
爆BOMBERMAN
HUDSON
© 1997 HUDSON SOFT
9月26日発売 価格6,980(税別)



# The Princess of storms into cine

**The Princess of Mononoke, a new animated film, has run Japanese cinemas ragged this month, racing to the top of the charts in its first week of release and staying there. Director Hayao Miyazaki has created a fair number of corkers in his time, such as Nausicaä of the Valley of the Wind and My Neighbour Totoro, but hasn't directed a film, until Mononoke, for four years.**

The producer of the film, Studio Ghibli, have only recently been set up as a film and game company, and Mononoke is their first venture. Although the studio will market and distribute the film in Japan, Disney have signed up the rights to its European, American and worldwide release.

The film is set in an ancient forest where huge wolves, wild boars and deer can understand human speech and live as gods. The hero, Ashitaka, starts the film on a mission to break a death spell which the god of anger and hatred has set upon him. Subsequently, Ashitaka becomes involved in a violent war with the gods and, eventually, has *(And you'll NEVER*

# Goemon goes on air

## The blue-haired boy makes it on to the small screen!

1997
7
JULY
VOL.3
KONAMI
magazine
KONAMI

△ *It's actually a man in a Goemon suit. Hard to believe we know but it is true.*

**After storming into the Japanese Top Ten with its unusual mix of Edo architecture and hula-hooping disco dancers, *Ganbare Goemon* is due to be turned into an animated TV series. Goemon, a household name in Japan since his debut on the NES in 1986, has been the subject of a furious ad campaign by Konami Japan and, after impressing square-eyed Japanese, he's making the transition to TV.**

The animated series will begin on well-respected national station TBS from October, and will be set in Tokyo in the 21st century. The storyline naturally concerns the adventures of *Goemon* and his battle against the evil forces of the anti-god Magishinou Makuamage. The aforementioned spiritual psychopath is attempting to take over Gaming World and let loose his legions of 3D monsters. Goemon, meanwhile, has other ideas, and thus a ratings-boosting conflict is nicely set-up. We'll report how well the series goes down in a couple of issues' time…

1066
x6
アイテム
5

1505
x6
アイテム

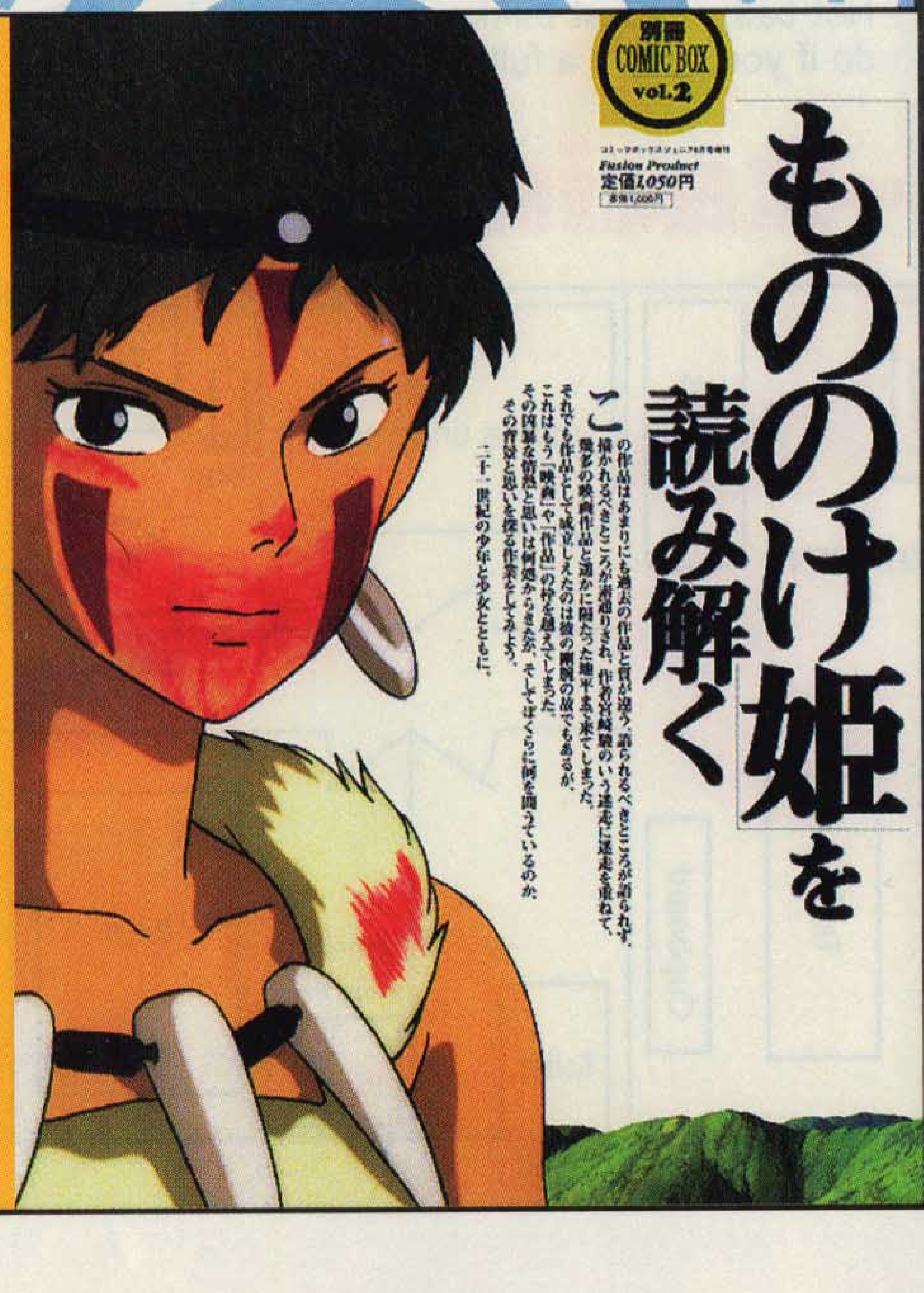
◁ *Goemon gets a good reviewing in this issue. It gets 80% and a kiss from Zy on page 56.*

# Mononoke mas

*believe this bit. – James)* to save the princess of the title.

Mononoke drew 300,000 people on its opening day on 12th July, and even now, a month after its release, two-hour queues are commonplace at many cinemas. By 19th August, audiences had topped 6,900,000, and box office receipts tallied in at a staggering ¥94 billion (£500 million). This makes the film the most successful in Japanese history, with previous celluloid king Nankyoku-Monogatari having taken a comparatively humble ¥5 billion.

Japanese films during the summer season generally swamp Hollywood's best. The two top grossing movies were Japanese – Mononoke and The End of Evangelion – and Disney's own Hercules could only weigh in at third. Spielberg's The Lost World, however, is chipping away, and is expected to enter into the top two before the month is out. Animals, prehistoric or not, seem to be the flavour of the month over here.



***The film's poster is all over Tokyo at the moment.*** ▷

NINTENDO

## SHORT SHORT

Our Japanese reporters are continuously alert for titbits and oddities that might interest bemused Westerners.

### Pocket monsters stamps

From 9th to 17th August, JR (Japan Railway) subsidiary East-Japan carried out a summer campaign connected with Nintendo's massively popular *Pocket Monsters* game. The company placed special 'Pocke-Mon' (Pocket Monsters) stamps into about 30 stations throughout Tokyo's subway system, the idea being that travellers would collect them in the accompanying 'Stamp Rally Book', sold separately at any of the station counters.

Once you'd gathered yourself up ten stamps, you were awarded a 'Pocke-Mon Trainer' certificate, while all 30 stamps from all 30 stations got you a desirable 'Pocke-Mon Special Card'. The public relations section of JR East-Japan bragged that over 100,000 subway travellers participated.

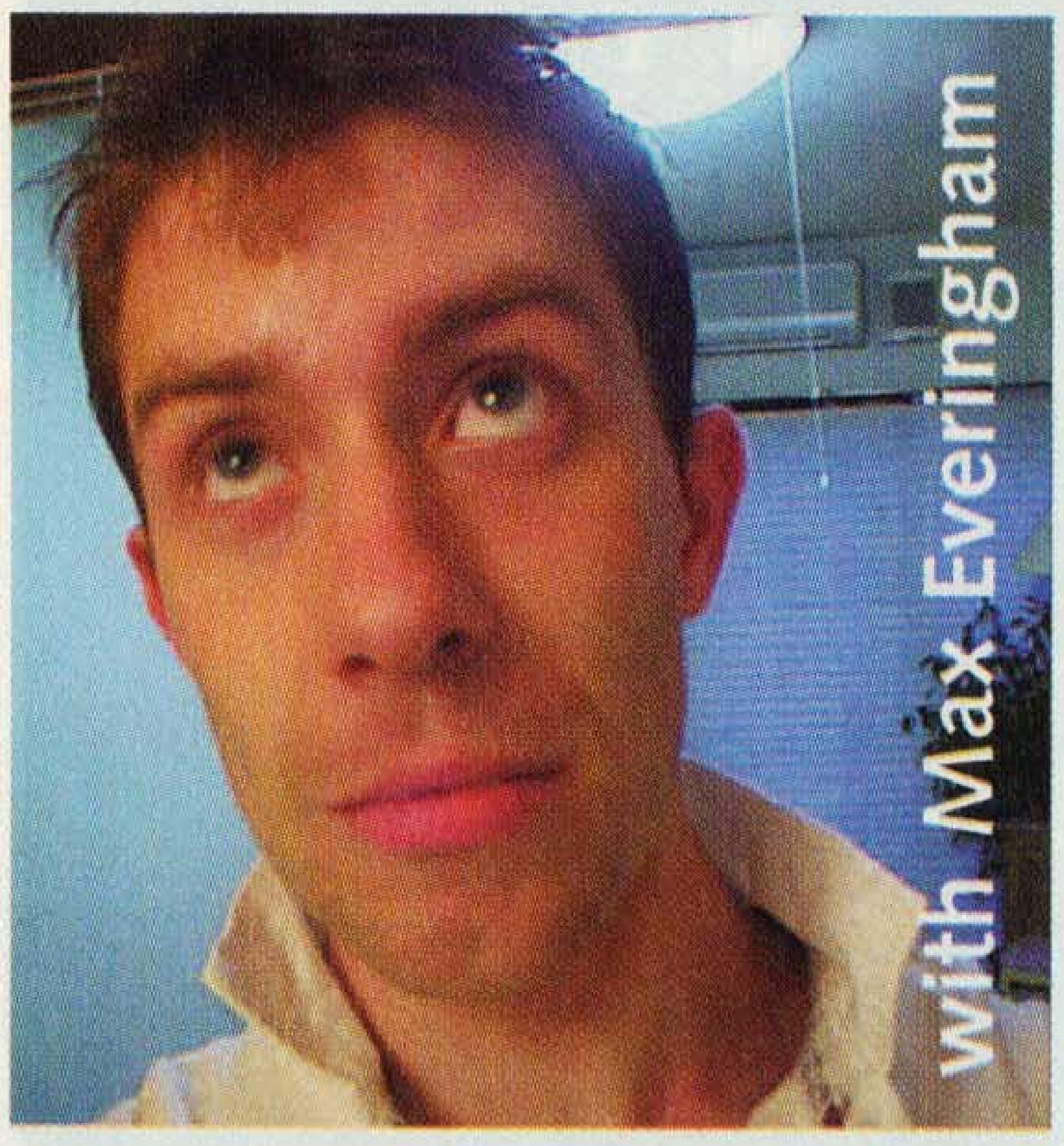
### Pocket monster league

From 29th August to 23rd November, the competition to find the best *Pocket Monsters* player in Japan began in the form of a National League. 3,840 Japanese *PM* fanatics – that's 256 gamers from each of the country's 15 regions – were scrapping head-to-head for a spot in the final round of the competition, which is to be held at the end of November.

The PR men at Nintendo commented: "Usually *Pocket Monsters* players compete against each other with their own rules – that's one of best parts of the game. But with this league we can see who is the best player in Japan, as they'll all be playing under the same rules. We hope to open the league every year from now on, and let as many as people as possible have a go."

### Doom doomed?

*Doom* won popularity overseas as a pioneer of the network game but has found its latest version, *Doom 64*, to be less to Japanese tastes. *Doom 64* went on sale on 1st August and sold only 2,000 copies across Japan. In the next week it disappeared out of the Top 100 altogether. The viability of next year's *Quake 64* now has to be looked at very seriously indeed.



with Max Everingham

# An Englishman in Tokyo

**Our man on the streets of Tokyo reveals how he's wallpapered his bathroom for free.**

## LEARN JAPANESE

PART 4

**For those of you loyal readers who even now are planning a trip to Akihabara, I provide here some handy phrases to help you avoid the mini-skirt maidens. Should you want to.**

ありがとう
**Arigatou** = Thank you.
(Upon accepting flyer.)

結粉です
**Kekko desu** = No thanks
(Upon rejecting flyer.)

貰いました
**Moraimashita** = I have one already (Upon ridding oneself of persistent promo bods.)

こんいちわ
仕事の後で 何 お しますか
**Konnichi wa. Shigoto no ato de, nani o shimasu ka** = Hi there! What are you doing after work? (Upon, um, resolving to improve your understanding of the locals and their culture.)

**You all know by now that Akihabara is a veritable hive of commercial activity, swarming with little boys grown bigger, eager to visit the Mecca of games and gadgets. Along with Shibuya, a nearby district of Tokyo, Akihabara is the ONLY place that matters for games fans interested in keeping up with the latest developments. And so it is into the heaving masses that I plunge, on a near-daily basis I might add, risking life, limb and excessive blood-pressure levels, to bring back news to our dear readers. Now, a trip to Akihabara is an exercise in unabated greed, on which a window-shopper is about as welcome as a wasp in a wetsuit, so it is with no little astonishment that in the midst of such mercenary exchange shines an unexpected beacon of hope for the freeloaders and scavengers amongst us.**

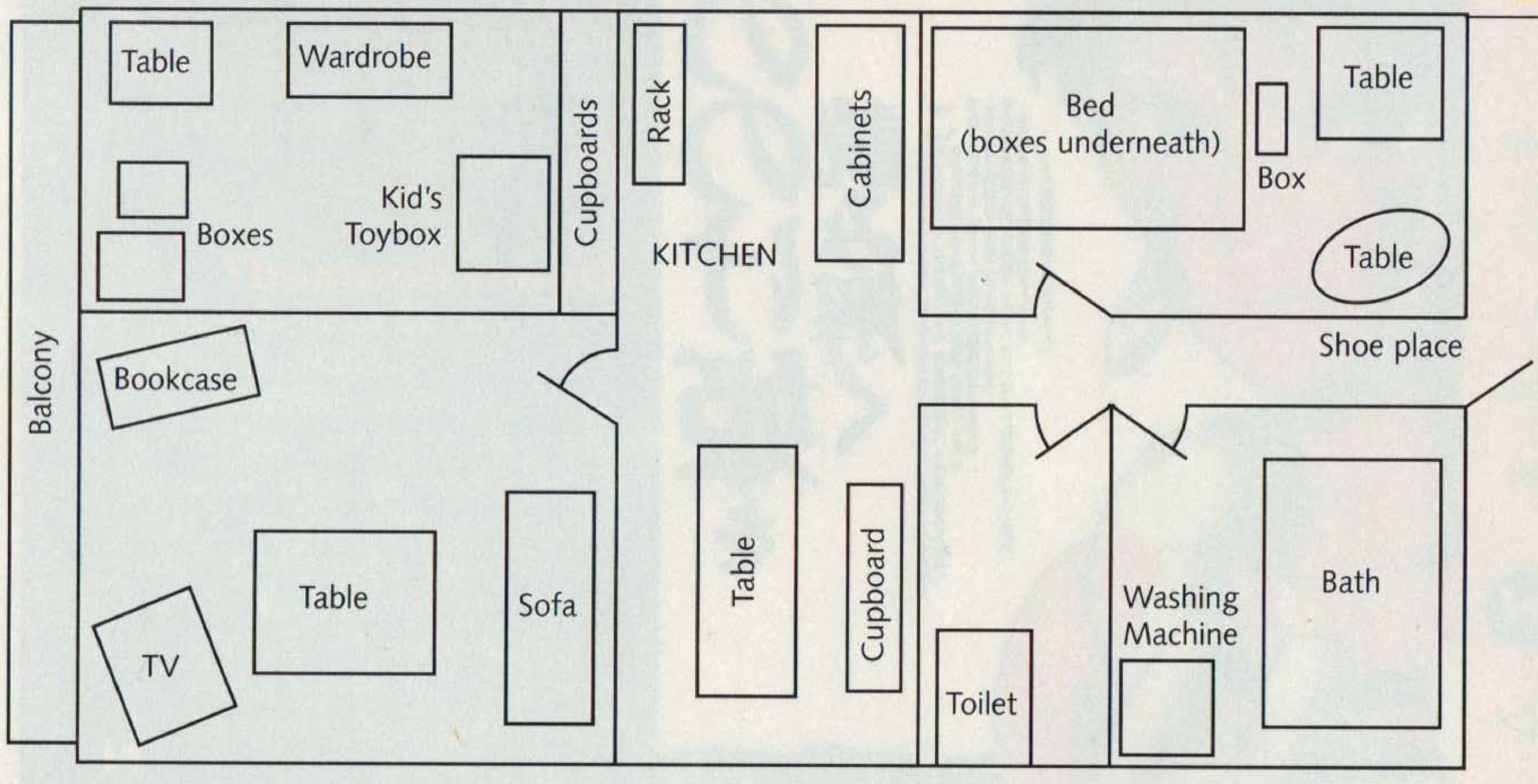
A beacon? Well, the second you step off the train and emerge into the glaring light of 'Electric Town', hordes of breathtakingly beautiful young women in tiny miniskirts throw themselves at you, desperate for your attention. Oh, all right, maybe I'm exaggerating a little. But undeniably, as you make your way through the heaving masses, you are assailed from all sides by people trying to thrust pieces of paper into your hands. This may not seem like much to you, but hey, in only a single trip to the place (during my lunch-hour, no less), I was able to acquire sufficient printed matter to entirely re-decorate my toilet (see photo). Not bad, eh? Just think what you could do if you gave it a full day.

*"Hello there, young lady. And what, perchance, are you handing out today?"*

*Bustling? My word yes. It's sharpen-your-umbrella-and-fight your-way-through time.*

*And Homebase have got nothing on this, now have they?*

## WIN! *Multi-Racing Championship*



**The only possible drawback to this glorious opportunity to truly get something for nothing is that pretty soon your house ends up looking like a landfill site. I have recently fallen victim to this affliction, with the rather unhappy result that I have lost my N64 *Multi Racing Championship* cartridge. Or, as I prefer to represent it to the wife, 'temporarily misplaced' the game.**

For a little sport this month, therefore, I am inviting readers to help me find it, and to the winner, the spoils! To assist you in your quest, I include (left) a sketch of my apartment and have marked the more significant areas. So e-mail me with your best suggestion of where I might find the game, and should anyone hit the spot, so to speak, I shall package it up on the instant and dispatch it to their home. I should warn you, however, that I have already thoroughly searched the TV cabinet and checked down the back of the sofa. Bonne chance!

● E-mail any *Multi Racing* suggestions to Max at **grizzle@tky0.attnet.or.jp**

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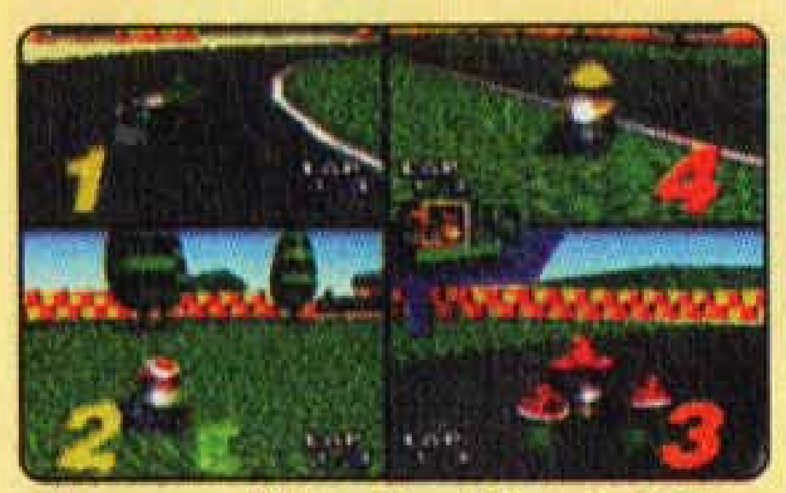
Pilot Wings 64

Int'l S'Star Soccer Pro

Shadows of the Empire

Super Mario 64.


Super Mario Kart 64

Killer Instinct Gold

Blast Corps

Super Mario 64

Starfox 64 (Lylat Wars)

Turok Dinosaur Hunter

Wave Race 64

| | |
|---|---|
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| Mortal Kombat Trilogy | £48.99 |
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| Shadows of the Empire | £51.99 |
| Star Fox 64 (Lylat Wars) & Jolt Pack & Player's Guide | £48.99 |
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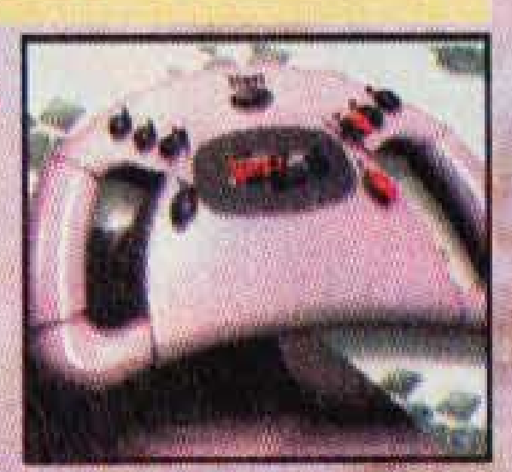

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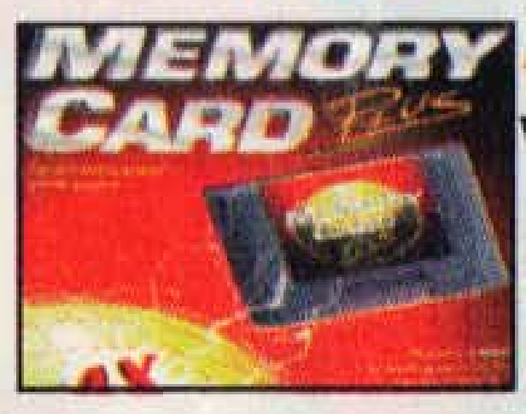
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# N64 ARENA

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

# DOOM 64

**Eight pages of monster-stalking, with the definitive verdict from James. Plus! Everything you'll need to know to get through the tricky bits.**

GO TO PAGE 36

# WAR GODS

**We haven't, it has to be said, been waiting with baited breath for this one.**

GO TO PAGE 48

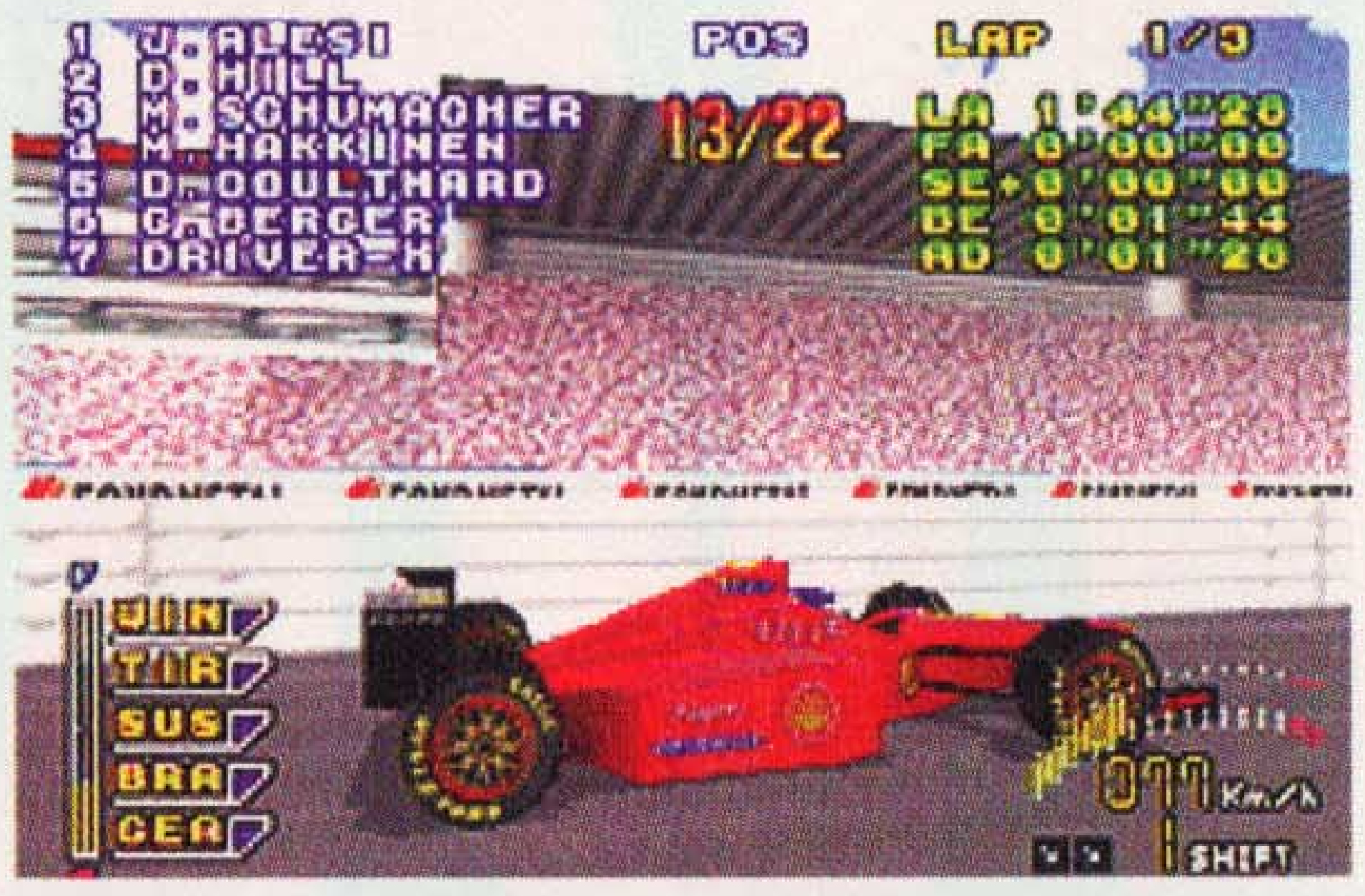
# N64 ARENA

## Guide to scoring

*Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.*

| | |
|---|---|
| ● 85% and above | *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.* |
| ● 84% - 70% | *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.* |
| ● 69% - 50% | *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.* |
| ● 49% - 20% | *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.* |
| ● 19% - 0% | *We still haven't come across an N64 game quite this bad, and hope we never do. Should we, however, we'll punish it ruthlessly.* |

# F1 POLE POSITION



**Ubi Soft tune up *Human Grand Prix* and give it an official FIA licence.**

GO TO PAGE 44

# IMPORT ARENA

**The games they're playing in America and Japan.**

## GOLDENEYE 007

**Rare's suave 3D shooter makes *Turok* look positively prehistoric. It'll be out here in November...**

GO TO PAGE 50

## GANBARE GOEMON

**Konami's eccentric RPG proves too Japanese even for Zy.**

GO TO PAGE 56

## TETRISPHERE

**An intriguing 3D twist on the Russian original.**

GO TO PAGE 60

### Power League 64

GO TO PAGE 62

### International Superstar Soccer 64 (US)

GO TO PAGE 62

### Jangou Simulation Mah Jong 64

GO TO PAGE 62

# HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

## What those catagories mean

### 9 VISUALS

*The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?*

### 9 SOUNDS

*Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?*

### 9 MASTERY

*With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?*

### 9 LIFESPAN

*At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.*

### VERDICT

*The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.*

## Team 64

*Introducing our élite squad of crack Nintendo 64 games testers.*

**Jonathan Davies**

*Although they like to think they're pretty tough, playing Doom 64 this month has given our reviewers nightmares. Apart from Jonathan, of course, who always sleeps peacefully because he isn't scared of anything. Particularly not girls.*

***Game of the month:*** **GoldenEye 007**

**Tim Weaver**

*"I used to have once of those," Tim added. "I fell into the sea, and fell all the way to the bottom, and a whale ate me, and that's when I always woke up. But that was years ago. I'm fine now." We offered him a game of Wave Race 64 and he ran away.*

***Game of the month:*** **GoldenEye 007**

**Wil Overton**

*"I had this awful nightmare," said Wil. "I dreamt I wasn't Japanese at all, but merely an ordinary bloke from Essex." Once again, we attempted set him straight. "Rubbish," he parried. "And I'll prove it. Come on – I'll take any of you on at mah jong."*

***Game of the month:*** **Ganbare Goemon**

**Paul Jarrold**

*"Ooh, I had the most awful nightmare last night," our art assistant confessed. "The EC banned Pot Noodles. It was something to do with the Social Chapter. I woke up shaking, and had to go to the kitchen and have a Chicken and Mushroom one to calm down."*

***Game of the month:*** **Doom 64**

**James Ashton**

*"For many years," began James, "I had a recurring nightmare about being chased up the outdoor escalator at Keddies in Colchester by a man with a gun." When we asked him how it ended, however, he merely smiled thinly and drew his black leather coat about him.*

***Game of the month:*** **Doom 64**

**Jes Bickham**

*New boy Jes, whom eagle-eyed readers will already have spotted high in our Mario Kart 64 Championship league table, reckons he never gets nightmares any more. "I pulled all my hair out years ago," he chuckled. Actually, he didn't. We made that up.*

***Game of the month:*** **Tetrisphere**

**Doom 64**
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64M
1
Controller Pak back-up
~~cartridge back-up~~
£60

# DOOM

## *Doom's* out in the UK, and, with *GoldenEye* preparing to fell all comers, it's arrived not a moment too soon.

We first reviewed *Doom* way back in issue 3 and we liked it. OK, compared to Acclaim's *Turok* it seemed a little basic in some respects, but overall we thought Midway had done a fine job. Now that the game's finally come out in the UK, we're going to give it a thorough going over: peer in its ears, take its pulse, test its reflexes, that kind of thing. It's just the sort of excuse we've been waiting for.

Yep, over the next few pages **N64** Magazine is going to take *Doom 64* apart. We'll point out the best bits, grumble at anything shoddy and laugh openly at any story screens that say "You stumble, blood pouring from your eyes" (or anything similarly macho). If you don't want to know absolutely everything about *Doom* – including our decisive final opinion – look away from the page now…

GO! GO!

**Cyber Demon**
*The king of the monsters.*
***Most likely to:***
*Absorb all your ammo with no apparent ill-affects.*

**Pain Elemental**
*Fires Lost Souls from its mouth until destroyed.*
***Most likely to:***
*Fill the room with baddies. Then kill you.*

**Mancubus**
*Missile-firing fat boy.*
***Most likely to:***
*Waddle unconvincingly.*

**Demon**
*Ugly biting boy.*
***Most likely to:***
*Hunt in packs.*

**Baron of Hell**
*Minotaur-esque teddy boy.*
***Most likely to:***
*Jump out of a cupboard when you least expect it.*

**Nightmare Imp**
*Purple fire-balling Imp cousin.*
***Most likely to:***
*Materialise out of nowhere. And then be shot.*

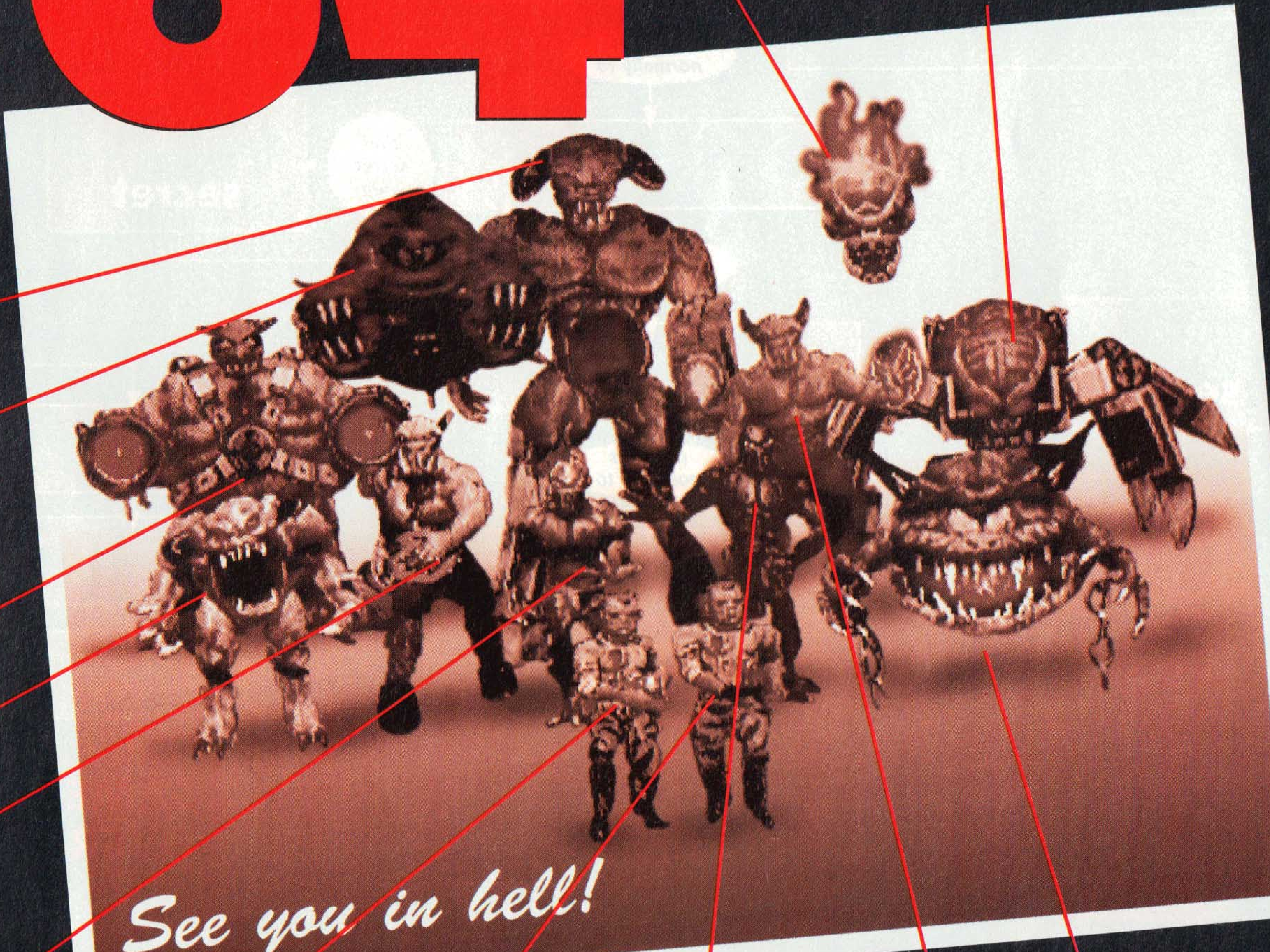
## CLASS OF 64

*Doom 64* re-introduces a good selection of *Doom's* familiar hell-spawn – a cast of 12 nasties in all. The good news is that all the monsters have been re-drawn to take advantage of the N64's colour capabilities and by-and-large, they're pretty impressive.

Until they start to move.

Yes, unfortunately, as nice as the monsters look – and they don't pixellate, even up close! – they move with all the slippery slickness of a Cyberman in a running-up-stairs Doctor Who out-take. Compared with *Turok's* polygon-generated bestiary, *Doom* looked a tiny bit naive even when it first appeared over in America back in April. And what with *GoldenEye* now strutting proudly on page 50, monster-wise *Doom* is beginning to look distinctly yesterday's news.

64



**Lost Soul**
*Floating flaming skull*
***Most likely to:***
*Zoom in from miles away and bite you on the nose.*

**Arachnotron**
*Mechanical spider with a laser gun.*
***Most likely to:***
*Go: "Clank, squeak, eeeearrrrrr."*

**Cacodemon**
*Floating cauliflower with lasers.*
***Most likely to:***
*Die with a strange parping, farting noise.*

**Shotgun Zombie**
*Undead. With a shotgun!*
***Most likely to:***
*Supply you with three shotgun rounds.*

**Zombie**
*Undead chap with a pistol.*
***Most likely to:***
*Supply you with five extra bullets.*

**Imp**
*Red fireballing slimy boy.*
***Most likely to:***
*Make a scary noise when you thought you were quite alone.*

**Hell Knight**
*Green fireballing thing. With hooves.*
***Most likely to:***
*Jump out of a cupboard when you least expect it. On earlier levels.*

### MISSING IN ACTION

Those of you familiar with *Doom II* on the PC or Mac may notice that *Doom 64* lacks a few of the usual monster suspects. Gone from the original line up are:

**Heavy Metal Dude**
Fat bloke with a chain gun. Quite hard too.

**Revenant**
Skeletal Zombie firing heat-seeking missiles and packing a mean zombie punch.

**Arch Vile**
Golden humanoid thing. Fires crackling energy bolts.

**Spider Mastermind**
An enormous Arachnotron with a super-powerful machine gun.

Quite why these monsters have been left out is anyone's guess – maybe it was the old cart size chestnut – but in any case, the Arch Vile is a loss to no-one. On the plus side, *Doom 64* introduces a completely new character – the Nightmare Imp – who fires purple fireballs at a far higher velocity than its common-or-garden, red-fireballed Imp cousin.

**MISSION CONTROL**

The standard controller setup for *Doom 64* is not ideal. If you've played *Doom* before you'll know that the ability to step sideways left and right (strafe) is vital. if you haven't played before, it's something you pick up.

Unfortunately, in *Doom 64*, if you use the analogue control stick for movement, the L button (the default for Left Strafe) is impossible to reach. If you try to get around this by using the D-Pad to move, you can reach L easily but the Z trigger – the default Fire button – is now hopelessly adrift. On top of that, the D-Pad requires you to use a Run modifier key and gives you none of the freedom of the Analogue.

The **N64** solution is to reconfigure the buttons in the following way:

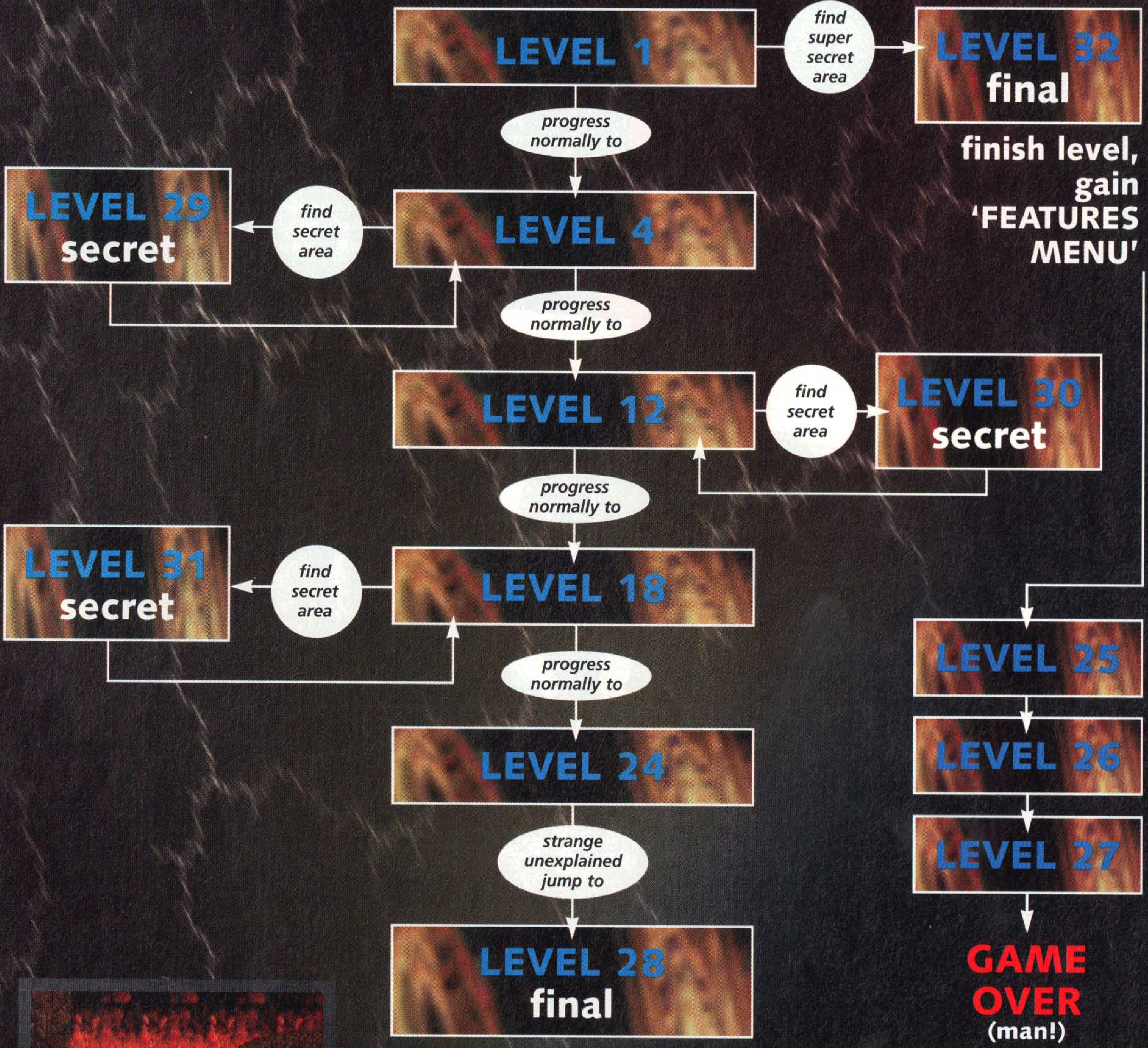
**Analogue:** Movement
**Z:** Left Strafe
**R:** Right Strafe
**A:** Fire
**B:** Next Weapon
**Left C:** Previous Weapon
**Top C:** Map
**Right C:** Action

Or, if you're feeling sinister:

**D-Pad:** Movement
**L:** Left Strafe
**R:** Right Strafe
**A:** Fire
**B:** Next Weapon
**Left C:** Previous Weapon
**Top C:** Map
**Right C:** Action
**Bottom C:** Run

# HOW IT ALL WORKS

*Doom* never was the most complicated of games. Finish a level, move on to the next – not the kind of stuff to puzzle even the most part-time gamer. However, in the spirit of the N64, not only have Midway designed all-new levels for *Doom*, they've also included some secret level action not normally associated with first-person shoot-'em-ups. It's all a bit complicated, in fact – the kind of thing that can only be explained with the aid of a diagram… *(Camera goes wobbly, strange music, fade)*


LEVEL 1
find super secret area
LEVEL 32 final
finish level, gain 'FEATURES MENU'
progress normally to
LEVEL 29 secret
find secret area
LEVEL 4
progress normally to
LEVEL 12
find secret area
LEVEL 30 secret
progress normally to
LEVEL 31 secret
find secret area
LEVEL 18
LEVEL 25
LEVEL 26
LEVEL 27
progress normally to
LEVEL 24
strange unexplained jump to
LEVEL 28 final
GAME OVER (man!)

# CRAZY LASER

The alien weapon is a unique addition to *Doom 64*, but its performance depends on how well you yourself are doing in the game.

The gun looks like a cross between a sawn-off elephant's leg and something that the Men in Black might find useful. It fires laser bursts whose power and number depends on how many Switch Keys you've managed to find. Collect one key and your laser will fire a single burst straight ahead, collect two and a second stream joins it at an angle, and if you collect all three the gun emits a triple spray guaranteed to hit anything ahead of you, no matter how cross-eyed you aim might be.

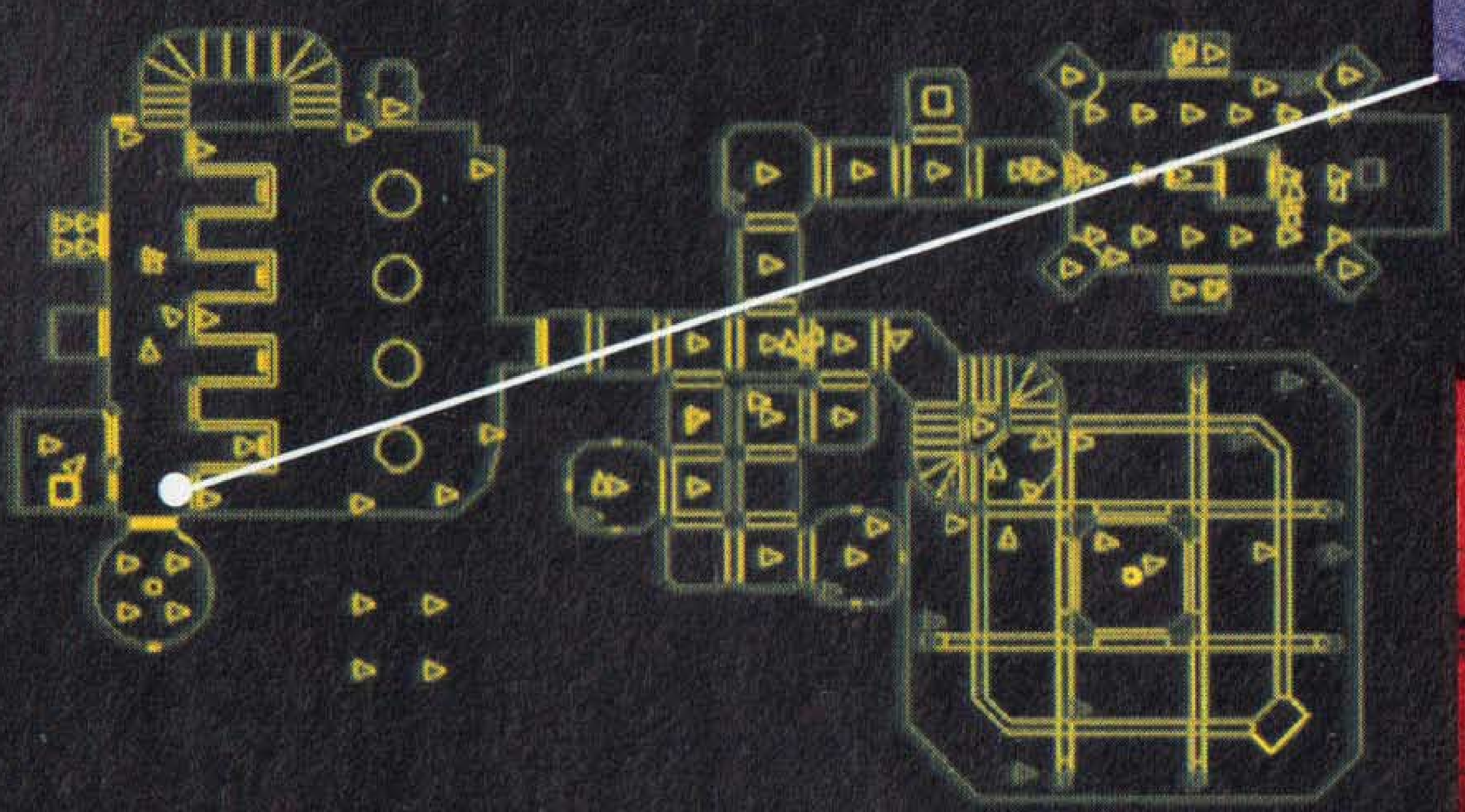
The laser gun is first available in Level 29, which you can access from level 4. If you miss it that time, it crops up again on level 12 where it's much more straightforward to get at. The only problems with *Doom 64's* special gun are that the you'll still need to collect power pack ammo to use it (and that's not the most common on offer), and the graphics effect of the laser makes it look far too puny.

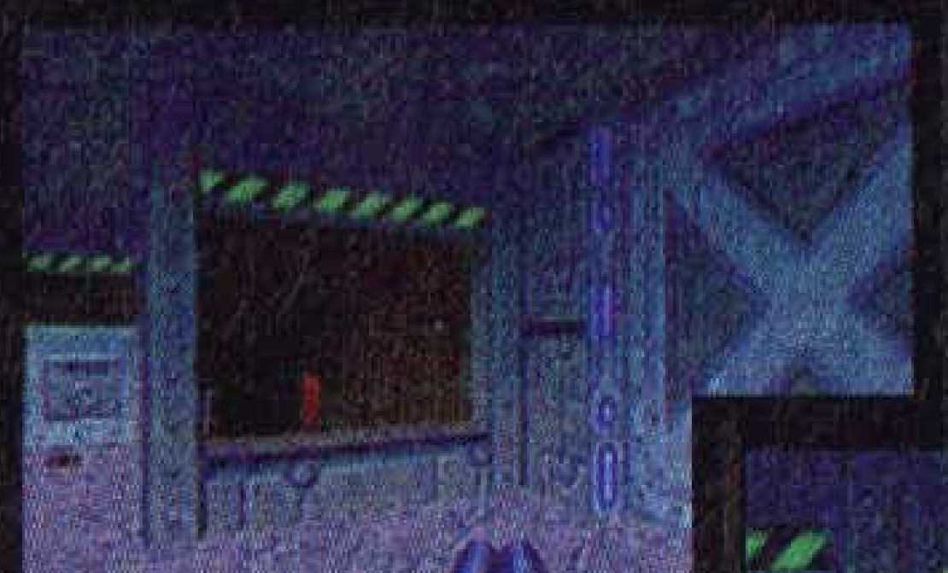
# HOW TO...

# discover level 29, the alien weapon and the first switch key

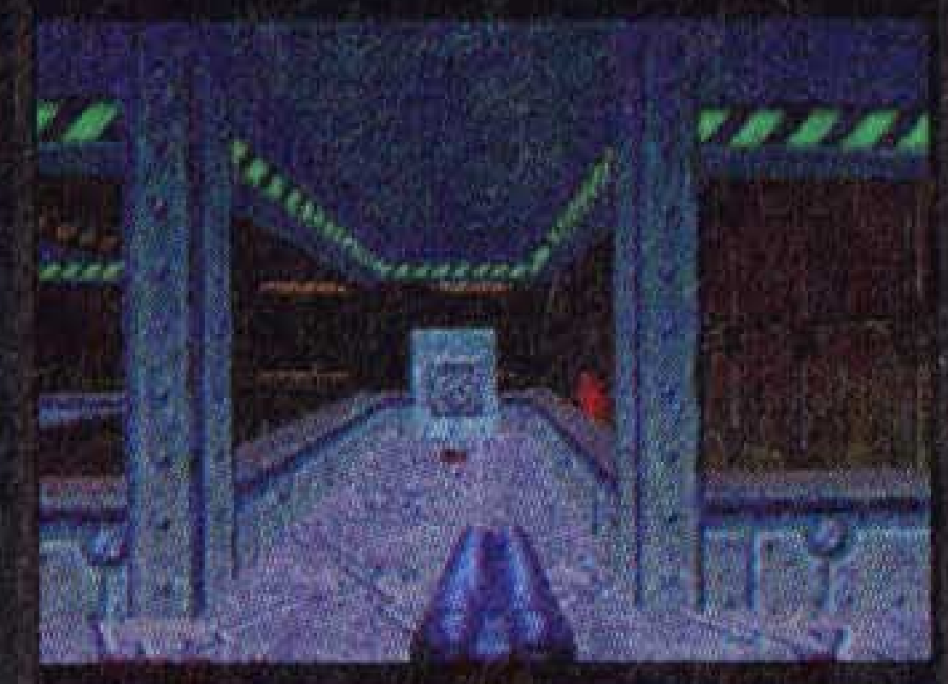
The first secret level is accessed from Level Four: The Holding Area. First of all you'll need to know where to look here for the entrance to level 29, and then, once you're safely in, how to find the Switch Key – the one that'll partially power-up your laser gun and turn off the first of the monster gates in level 28. You can pick up the laser gun here while you're at it as well.

## LEVEL 4

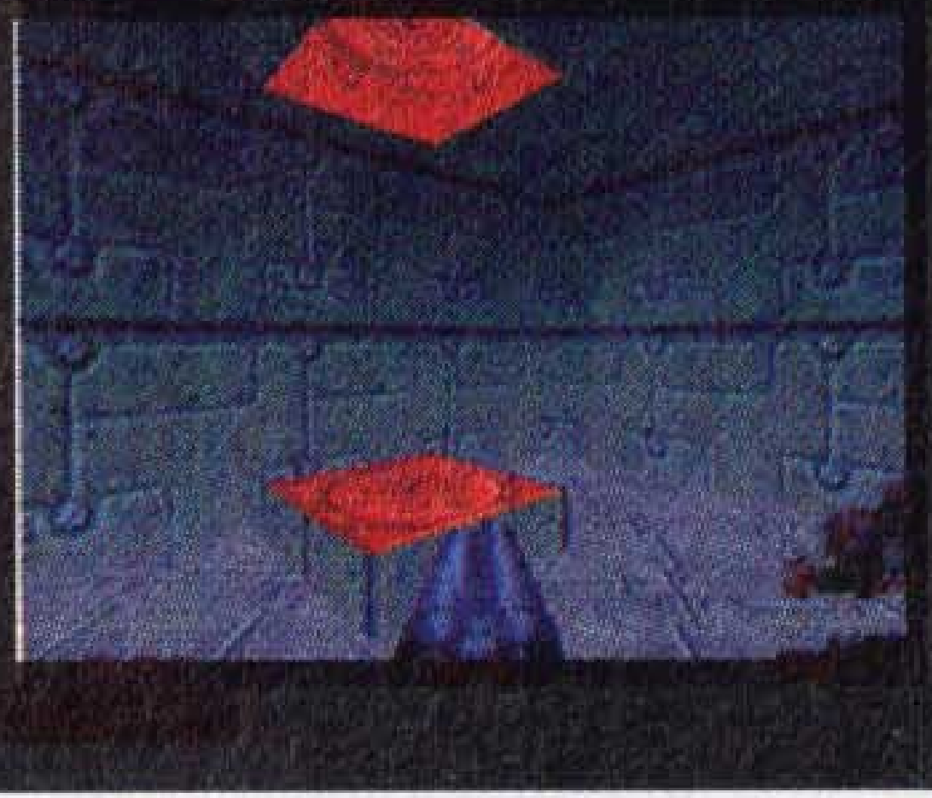




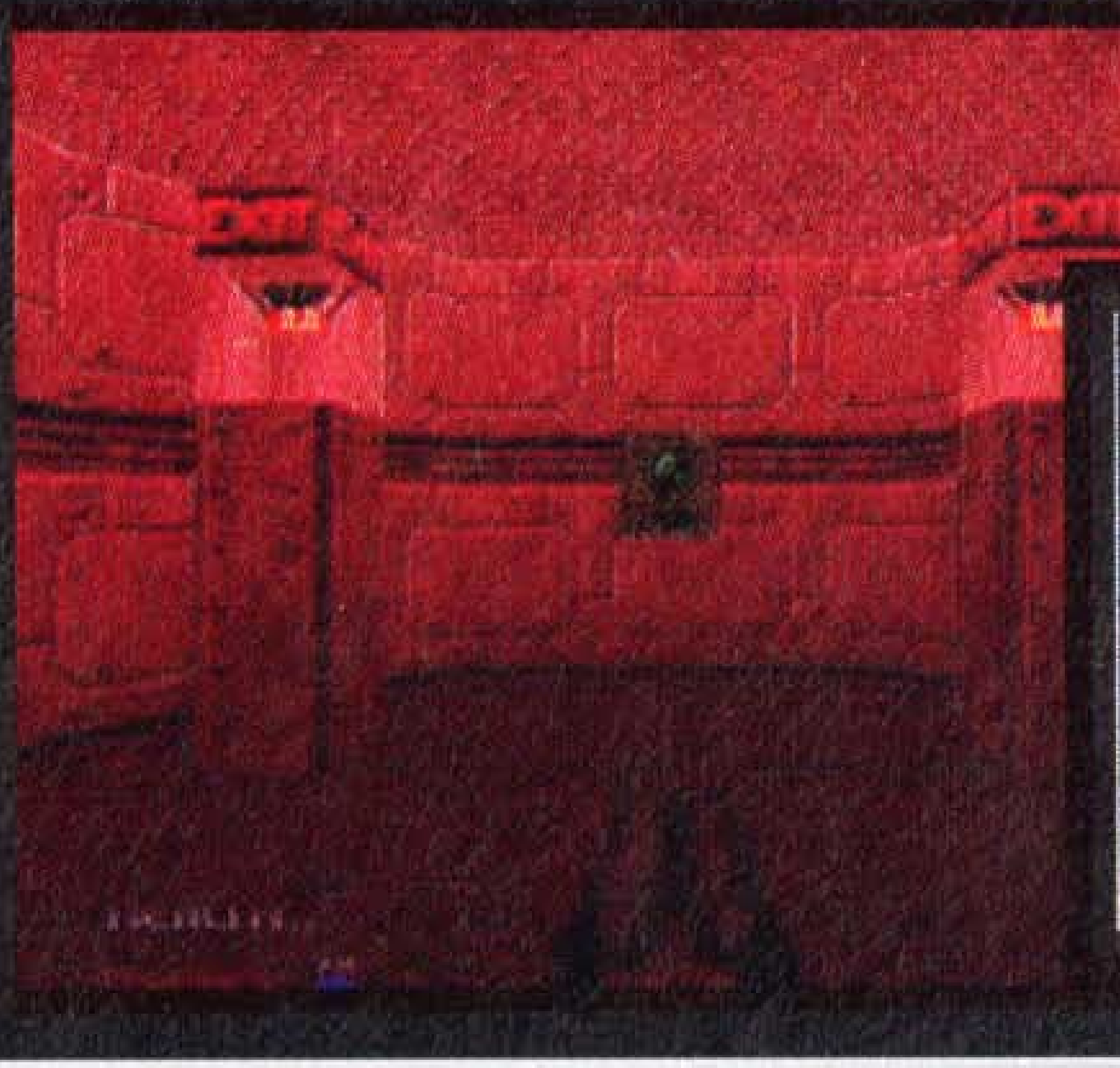
*1 Getting this far into level 4 shouldn't be too much of a problem. What you're looking for is the blue door – stand with it to the right.*



*2 You should now be facing four switches which must be activated in the correct order. First: second switch from the door. Second: switch closest to the stairs. Third: second switch from the stairs. Final: switch closest to the blue door.*



*3 Quickly move to the teleporter and step in.*



*4 The teleporter will take you to a ledge. From here you can jump across the pillars to the entrance to Level 29: Omega Outpost.*

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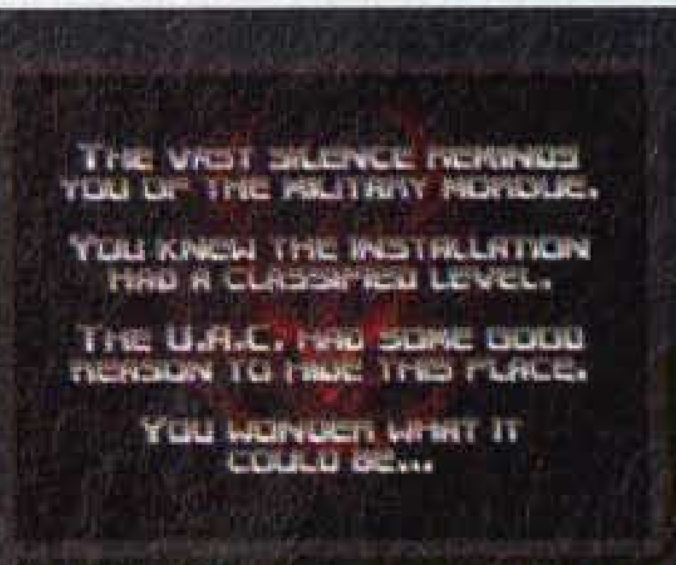
## LEVEL 29

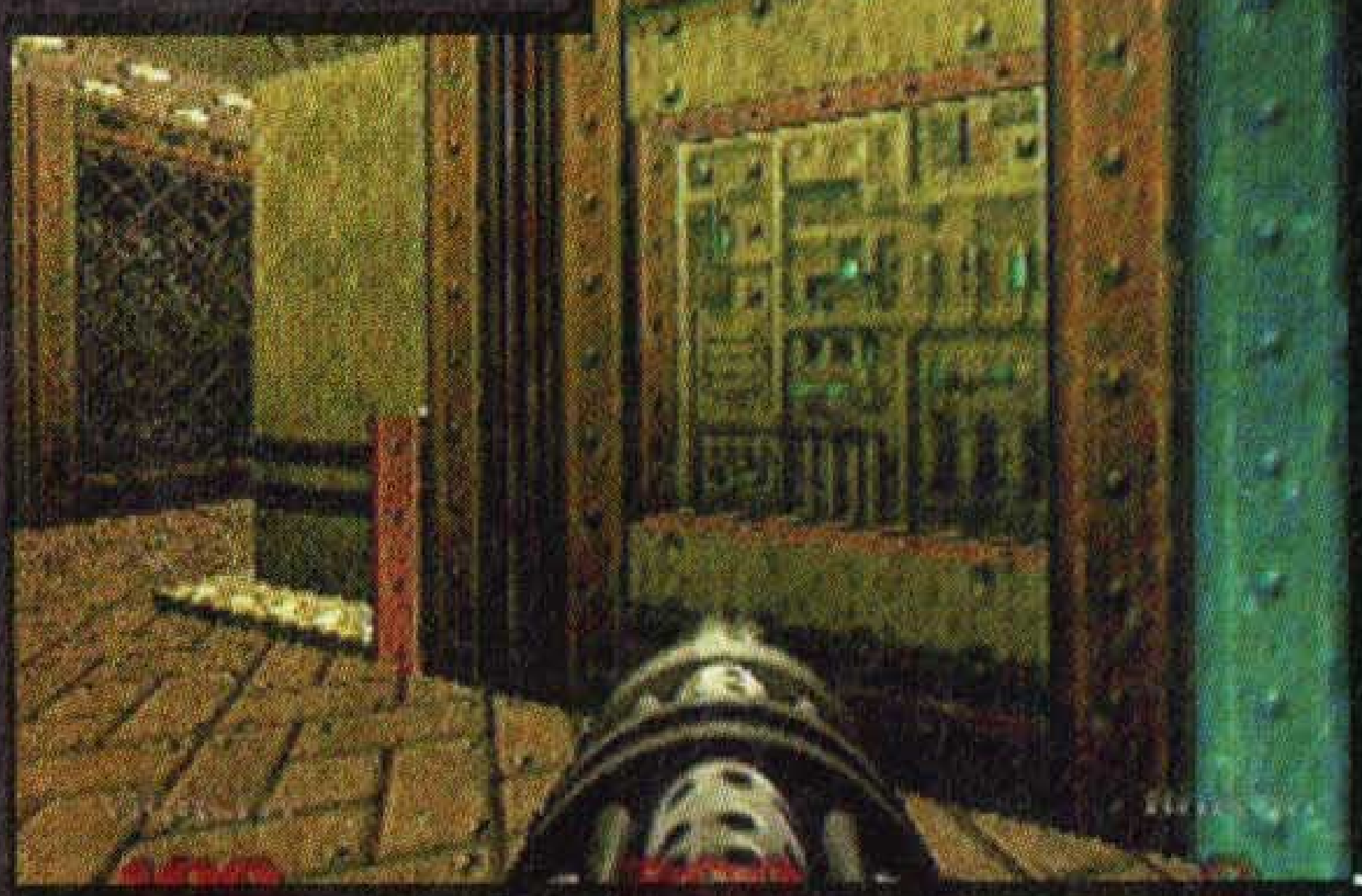


THE VAST SILENCE REMINDS YOU OF THE MILITARY MORGUE.

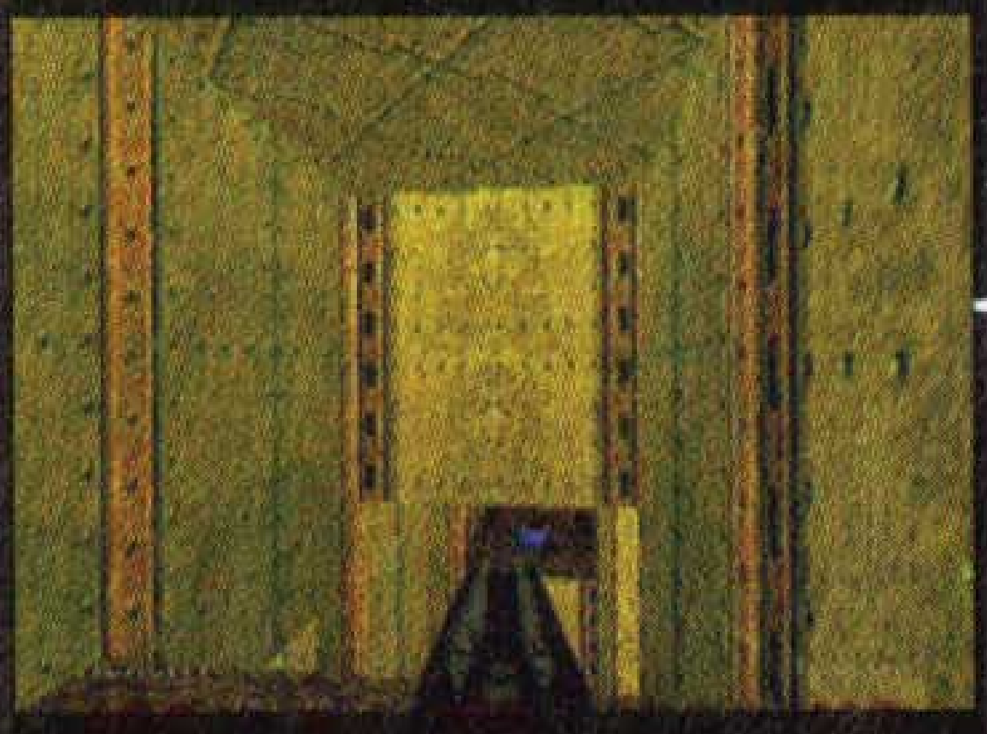
YOU KNEW THE INSTALLATION HAD A CLASSIFIED LEVEL.

THE U.A.C. HAD SOME GOOD REASON TO HIDE THIS PLACE.

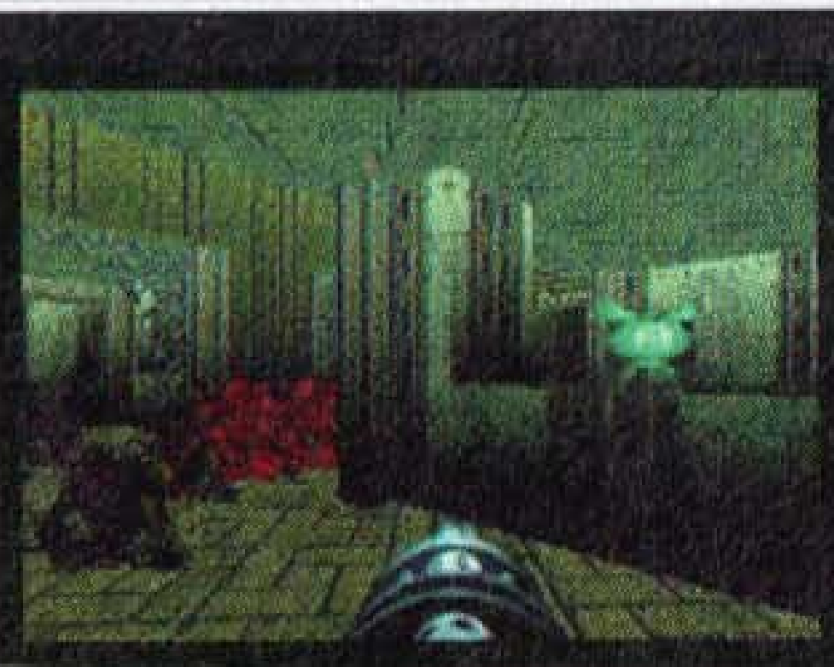
YOU WONDER WHAT IT COULD BE...



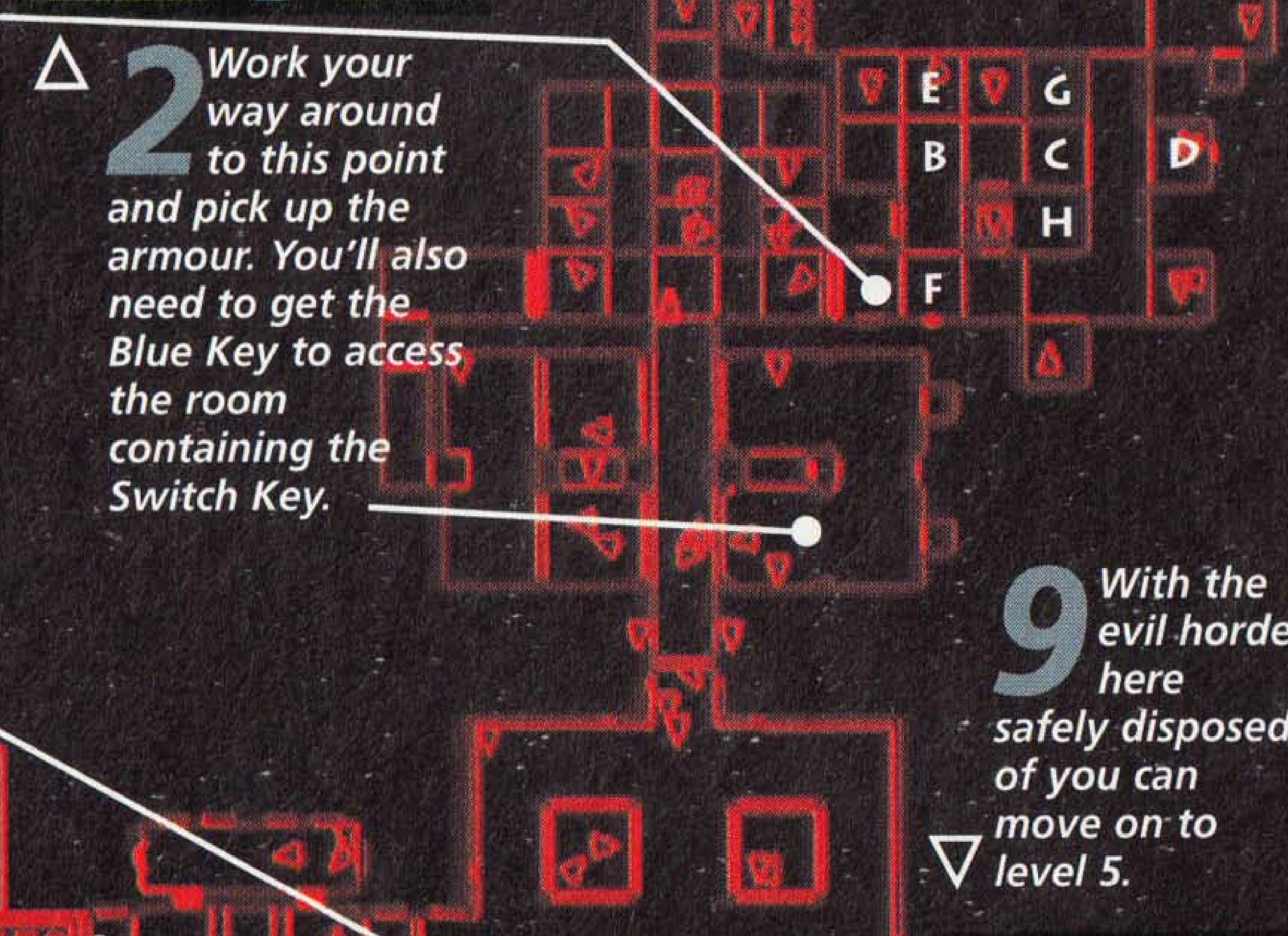
*1 Your arrival is a quiet one. To get the Red Key flick the switch here and rush to the opposite side of the room at point A.*

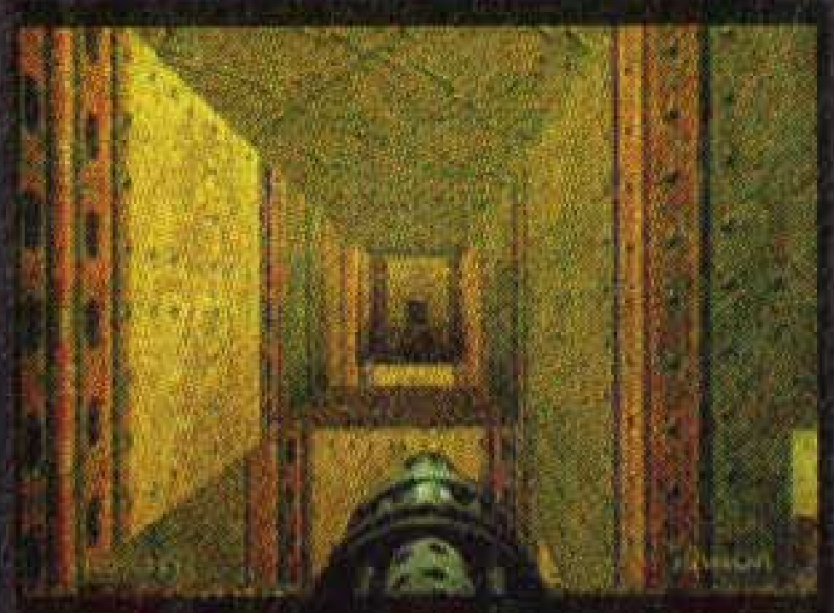


*2 Work your way around to this point and pick up the armour. You'll also need to get the Blue Key to access the room containing the Switch Key.*

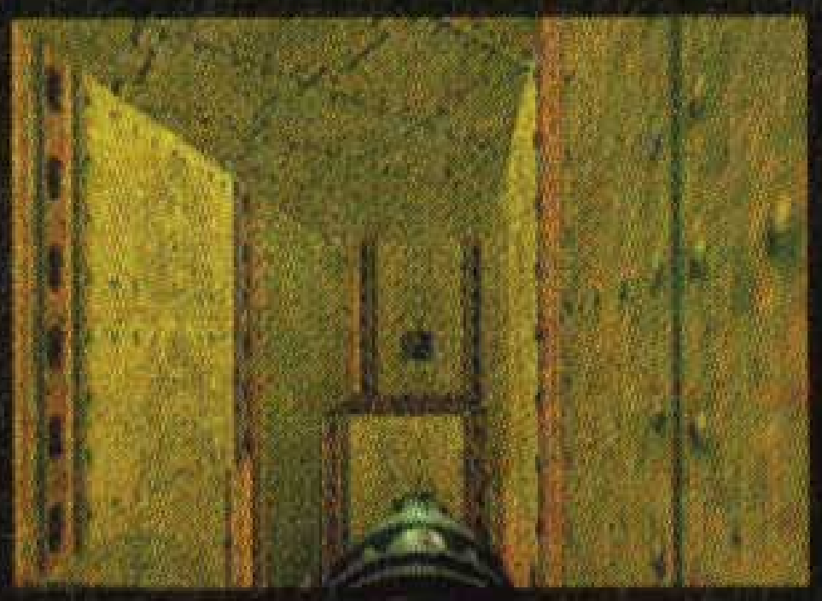


*3 Once in this section, take a few moments to get your bearings. The Yellow Key is easy.*

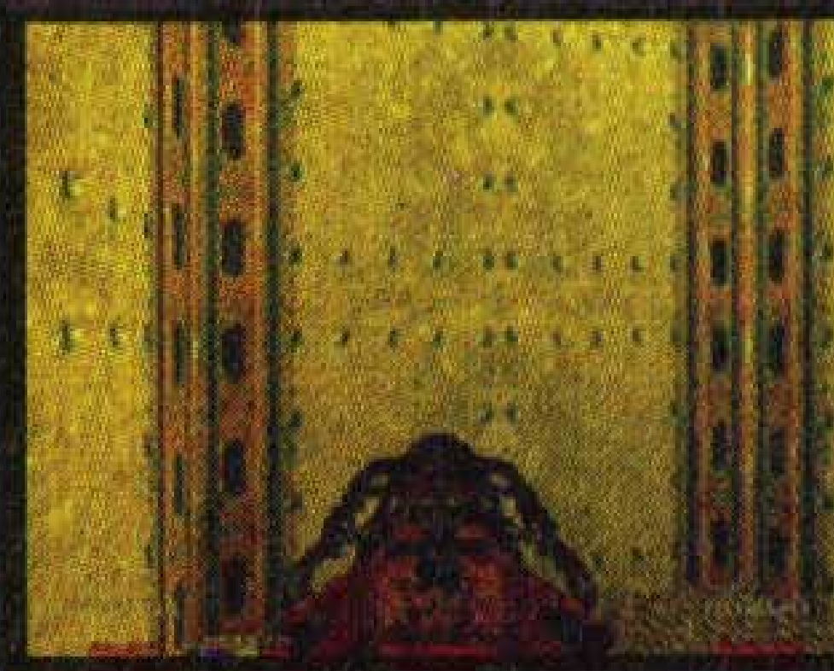




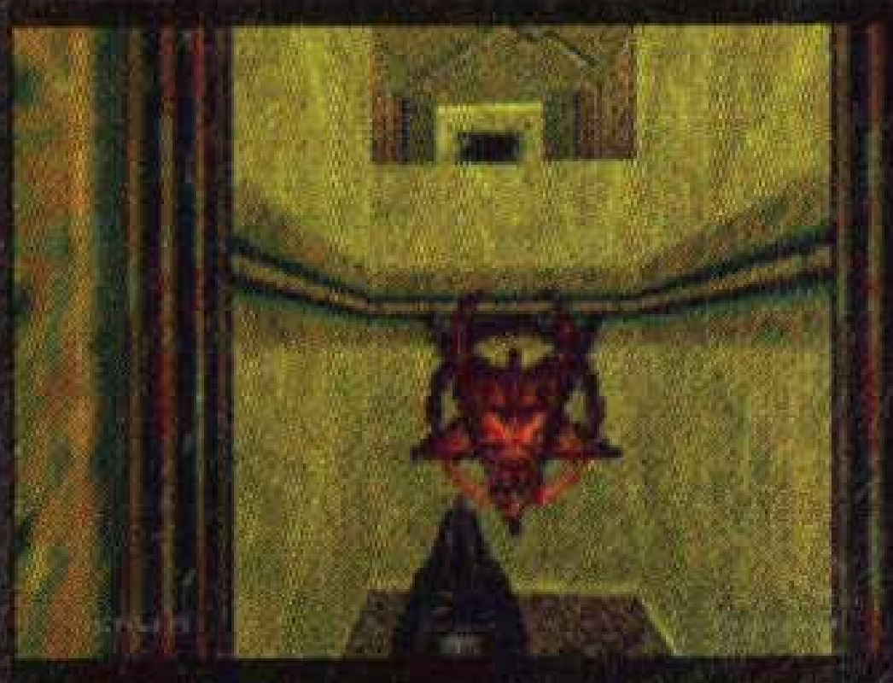
*4 Fall Down to the Left and get to point B. Now run and jump straight over to point C. A switch will reveal itself at D. Run over to it.*



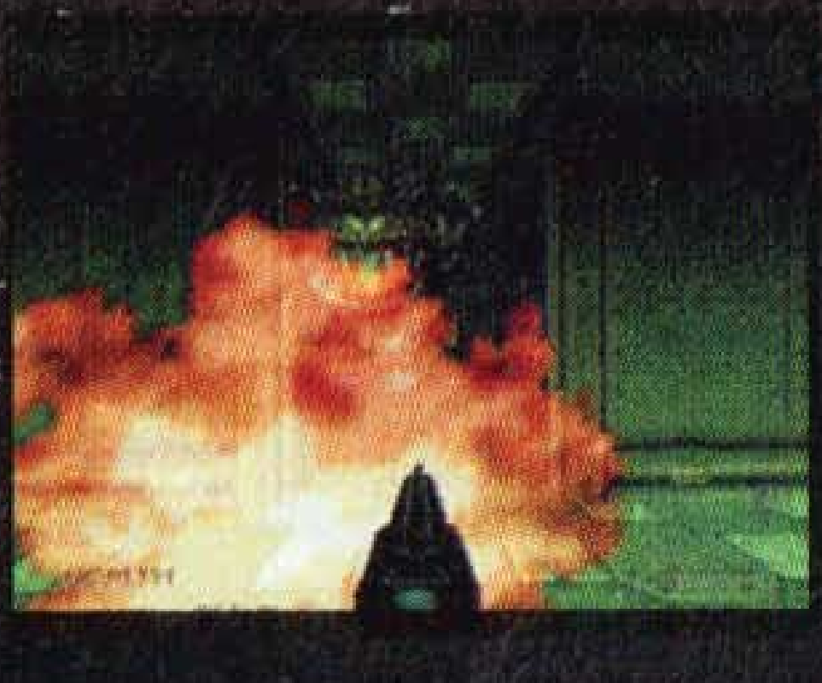
*5 Flick the switch at D and quickly run to E. Shoot the switch at F.*



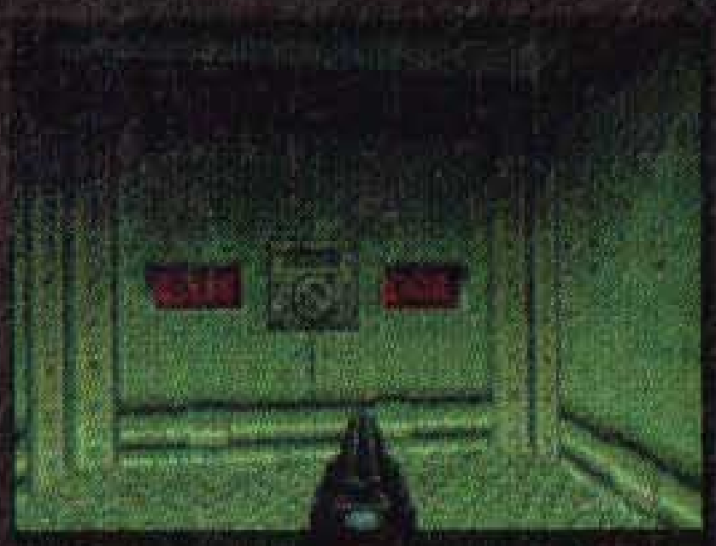
*6 You'll now be able to pick up the laser at G. Repeat the shooting of the F switch to lower H.*



*7 With H lowered (and the Red Key obtained you can open the door here for the first switch key.*



*8 Now move to this area of the map and enter the final section.*



*9 With the evil horde here safely disposed of you can move on to level 5.*

**GUN GRINS**
One of the cleverest things about the *Dooms* of old was the way they let you garner plenty of weapons quite quickly, but made getting the ammo for them a harder matter altogether. *Doom 64* is no different. There you are slugging it out with a Hell Knight, say, confident that your Plasma Rifle will finish the job quickly and efficiently, when – phut, click, silence – your super-destructive agent of death has run out of ammunition. You change down for a few pumps on your shotgun, and again you run out of shells. When you draw your chain gun, you begin to realise that if you don't finish the job now, your choices will be stark: try to slap your opponent to death or start. To. Ruuuuuuuunnnnnnnnn!

**Fists**
Not a sensible option.

**Chainsaw**
Fairly effective on low-end hell-forms. You have to get right up close, though.

**Pistol**
Another 'last resort' weapon. Really only useful on Zombies.

**Shotgun**
Probably the best multi-purpose weapon, especially in double-barrelled form. You can take on all but the toughest with this.

**Chaingun**
Lots of fun to use, but disappointingly weak in our opinion. Runs out of ammo quickly.

**Missile Launcher**
Nicely destructive but not for use at close-quarters. Messy.

**Plasma Rifle**
Fires Blue energy bolts. The ammo is rare but this is the weapon of choice when the going gets super-tough.

**BFG**
The biggest problem with the BFG is the delay between pulling the trigger and the gun actually firing off. It's a tricky proposition, using a BFG against a moving target, but devastating if you hit. If.

GO! GO!

**CODE KILLER**

Hang on! Don't buy that Game Killer just yet. The following code will provide you with *Doom's* full cheat menu, allowing you to kill it for free. Do not, if you want to get any fun out of the game, type this in at the password screen:

**?TJL BDFW BFGV JVVB**

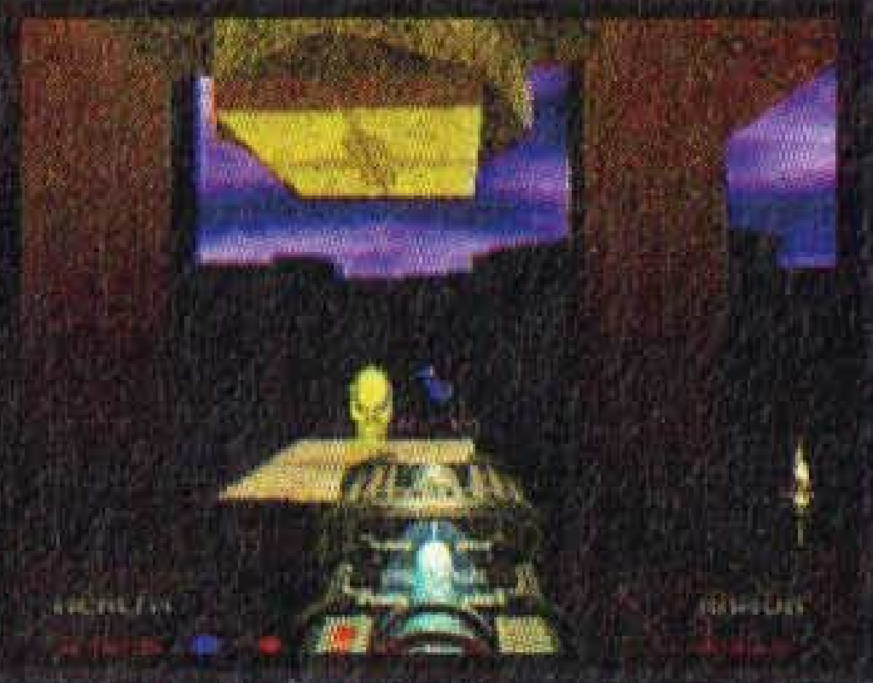
Slightly more forgive-able are these level passwords. Only if you're really stuck should you type at the password screen:

**Level 02:**
cjpr 9bj1 68z? qvk?
**Level 03:**
c1mr 9bjx 681? gvk?
**Level 04:**
djkr 9bjs 6839 7vk?
**Level 05:**
d1hr 9bjn 6859 zvk?
**Level 06:**
fjfr 9bjj 6879 qvk?
**Level 07:**
f1cr 9bjd 6899 gvk?
**Level 08:**
gj?r 9bc9 69b8 8bk?
**Level 09:**
g18r 9bc5 69d8 0bk?
**Level 10:**
hj6r 9bc1 69g8 rbk?
**Level 11:**
h14r 9bcx 69j8 hbk?
**Level 12:**
jj2r 9bcs 69l7 8bk?
**Level 13:**
j10r 9bcn 69n7 0bk?
**Level 14:**
kjyr 9bcj 69q7 rbk?
**Level 15:**
k1wr 9bcd 69s7 hbk?
**Level 16:**
lktr 9bb9 69v6 8vk?
**Level 17:**
l2rr 9bb5 69x6 0vk?
**Level 18:**
mkpr 9bb1 69z6 rvk?
**Level 19:**
m2mr 9bbx 6916 hvk?
**Level 20:**
nkkr 9bbs 6935 8vk?
**Level 21:**
n2hr 9bbn 6955 0vk?
**Level 22:**
pkfr 9bbj 6975 rvk?
**Level 23:**
p2cr 9bbd 6995 hvk?
**Level 24:**
qk?r 9bf9 6?b4 8bk?
**Level 25:**
q28r 9bf5 6?d4 0bk?
**Level 26:**
rk6r 9bf1 6?g4 rbk?
**Level 27:**
r24r 9bfx 6?j4 hbk?
**Level 28:**
sk2r 9bfs 6?l3 8bk?
**Level 29:**
s20r 9bfn 6?n3 0bk?
**Level 30:**
tkyr 9bfj 6?q3 rbk?
**Level 31:**
t2wr 9bfd 6?s3 hbk?
**Level 32:**
vgtr 9bd9 6?v2 7vk?

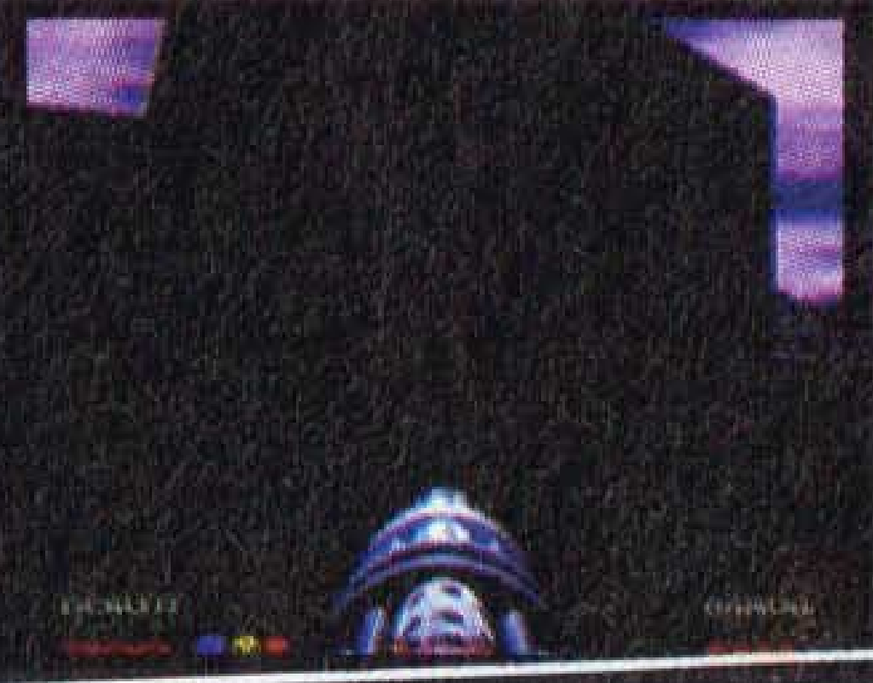
# HOW TO...

# discover level 30 and the second switch key

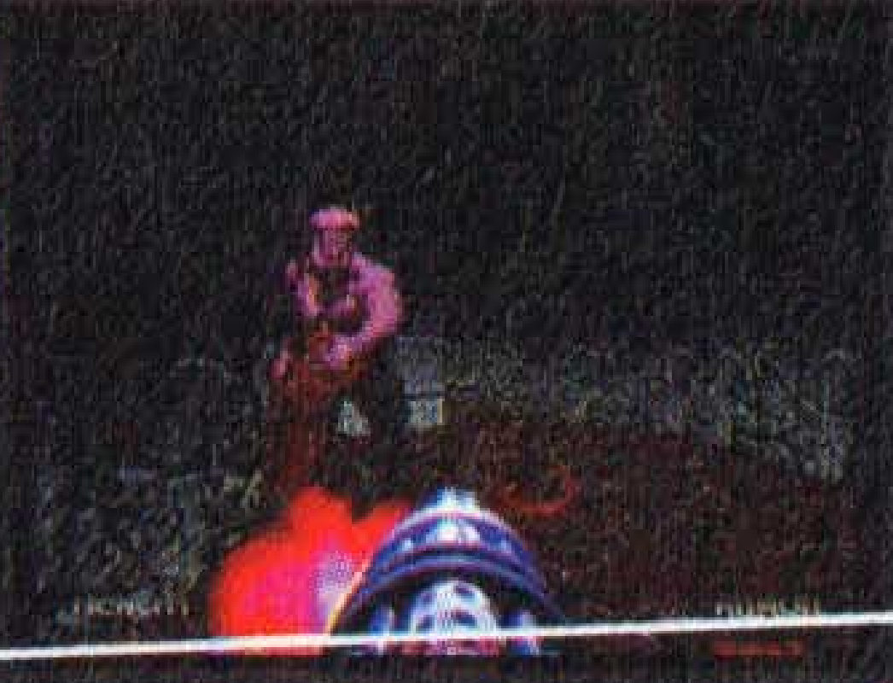
The second secret level is accessed from level 12: Altar of Pain. You'll need to play quite a way through to get to the jumping off point for the second secret level. Level 31 is called the Lair, and you'll find the second switch key in one of its darker recesses.



*1 When you pick up the yellow key, notice the Soul Sphere dead ahead of it on a pedestal.*

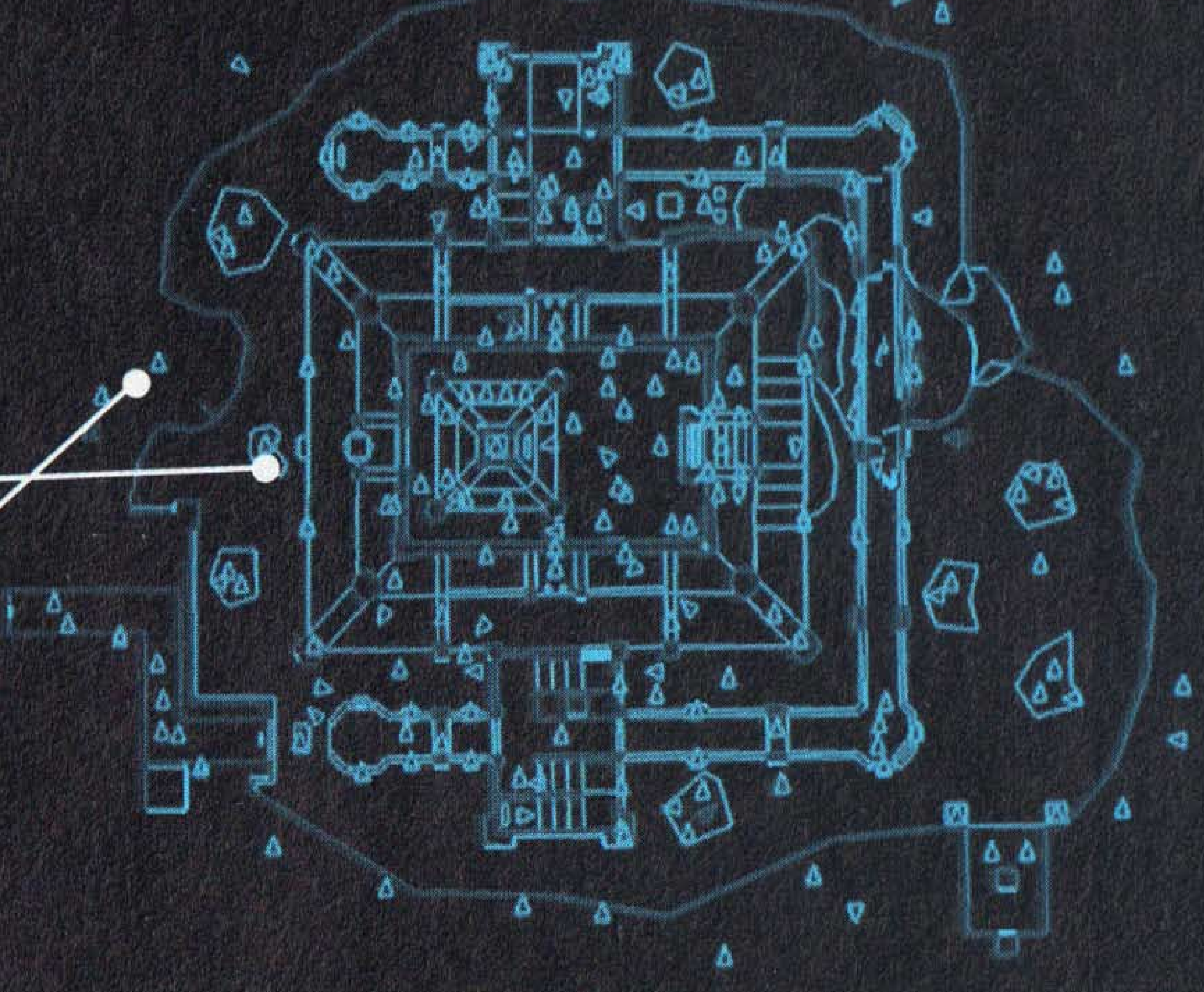


*2 Jump onto the pedestal, pick up the sphere and take a look at the map. You should see a mysterious red line sticking inwards from the wall opposite.*

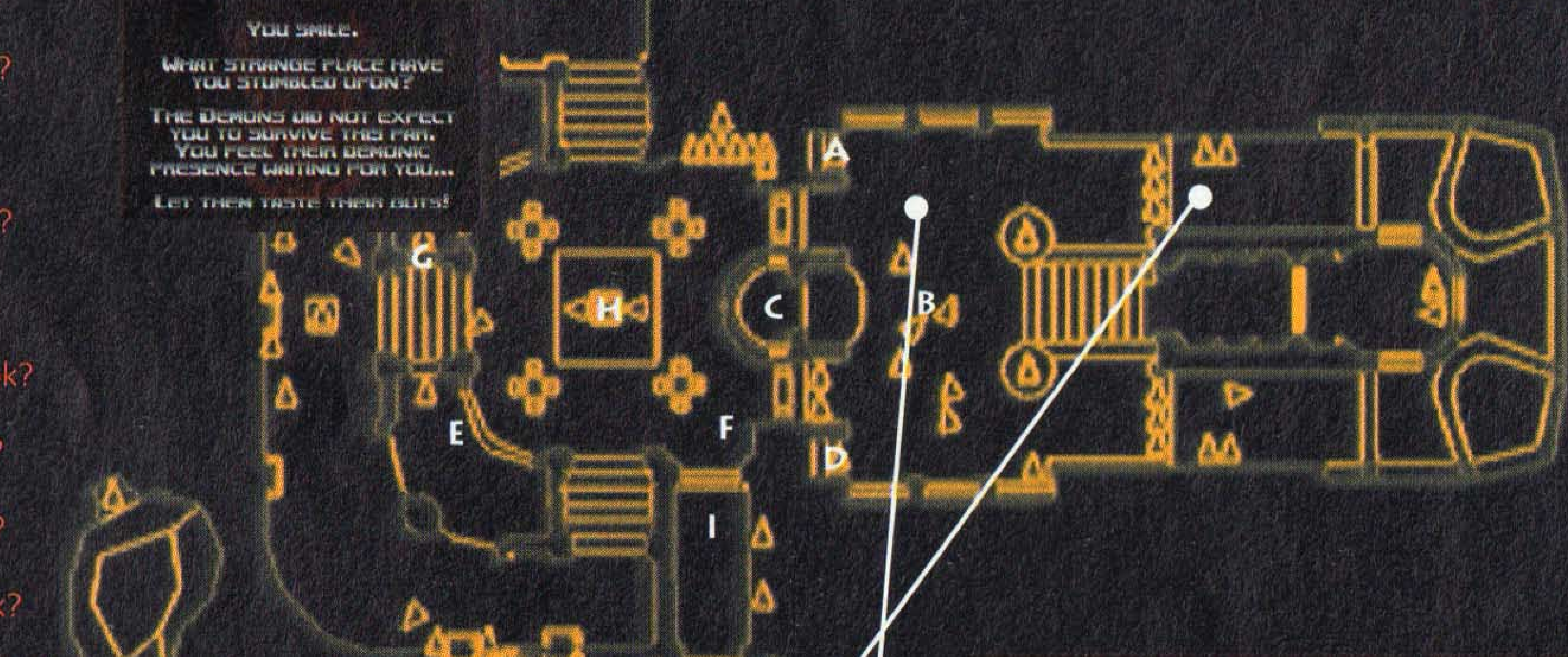


*3 Jump at this wall and you'll find yourself in a secret area. The transporter here will take you to level 30.*

## LEVEL 12



## LEVEL 30

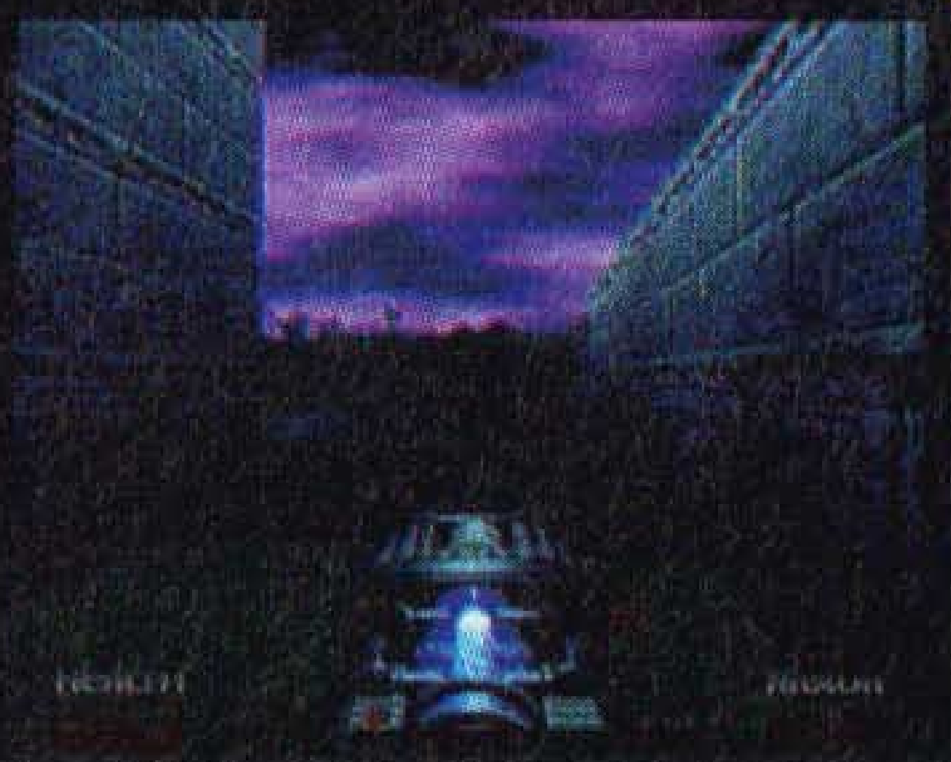


YOU SMILE.

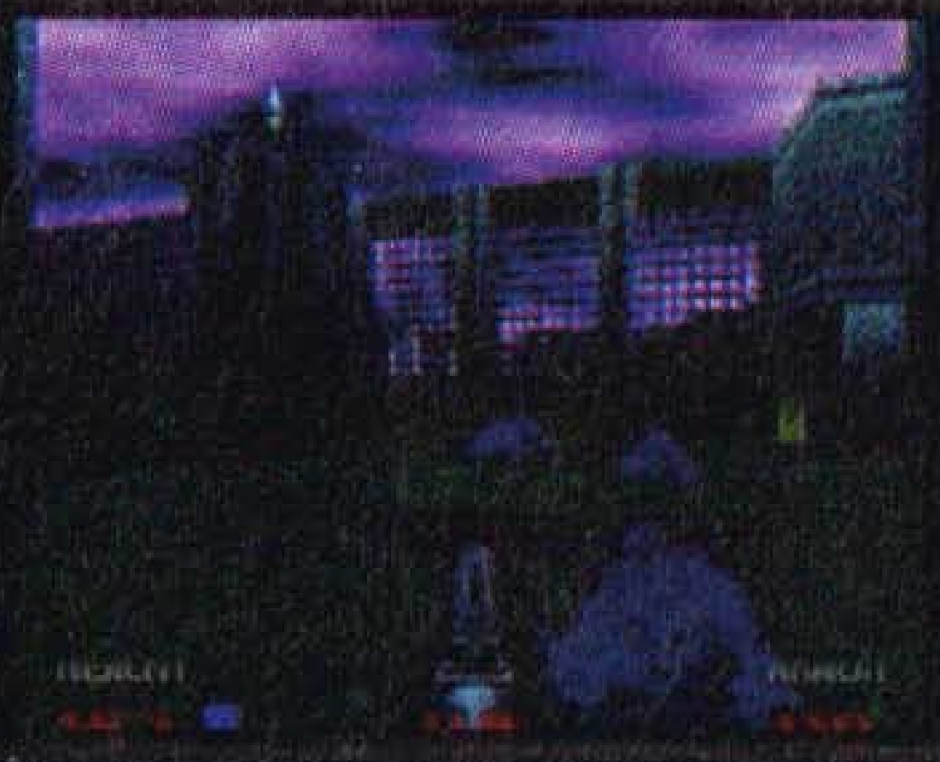
WHAT STRANGE PLACE HAVE YOU STUMBLED UPON?

THE DEMONS DID NOT EXPECT YOU TO SURVIVE THIS FAR. YOU FEEL THEIR DEMONIC PRESENCE WAITING FOR YOU...

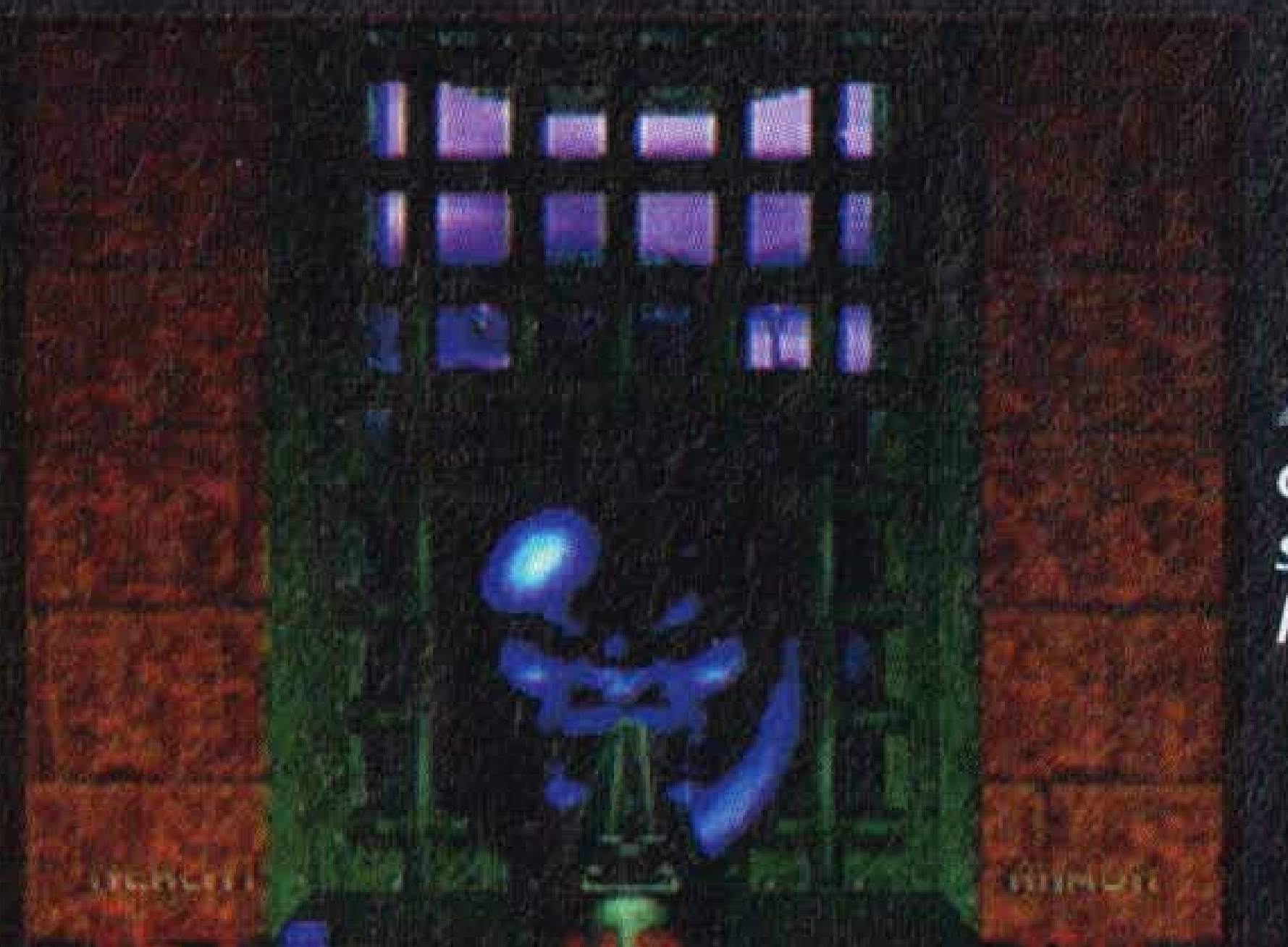
LET THEM TASTE THEIR GUTS!



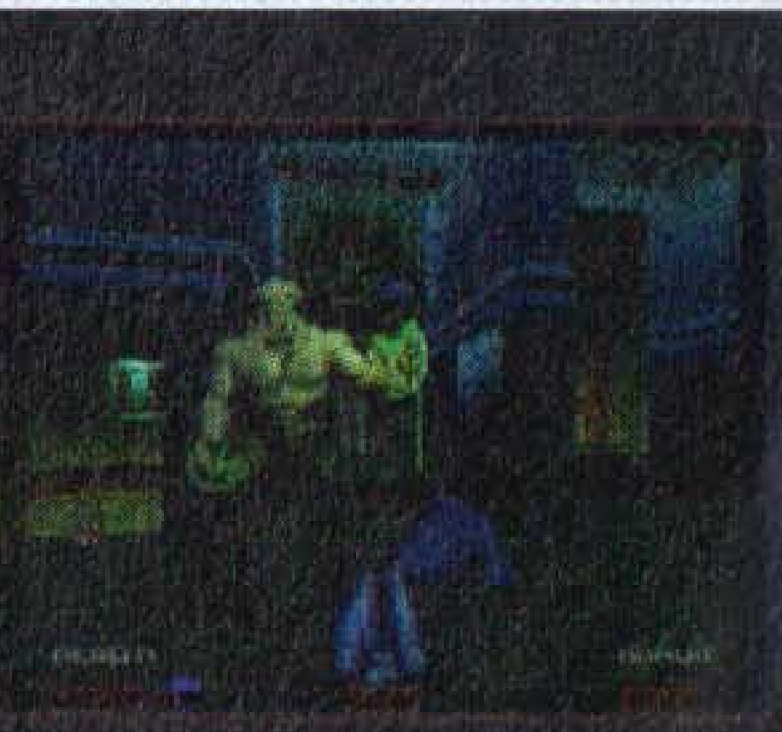
*1 Shoot everything on arrival and pick up the blue key. Now activate the door to go down to the main arena.*



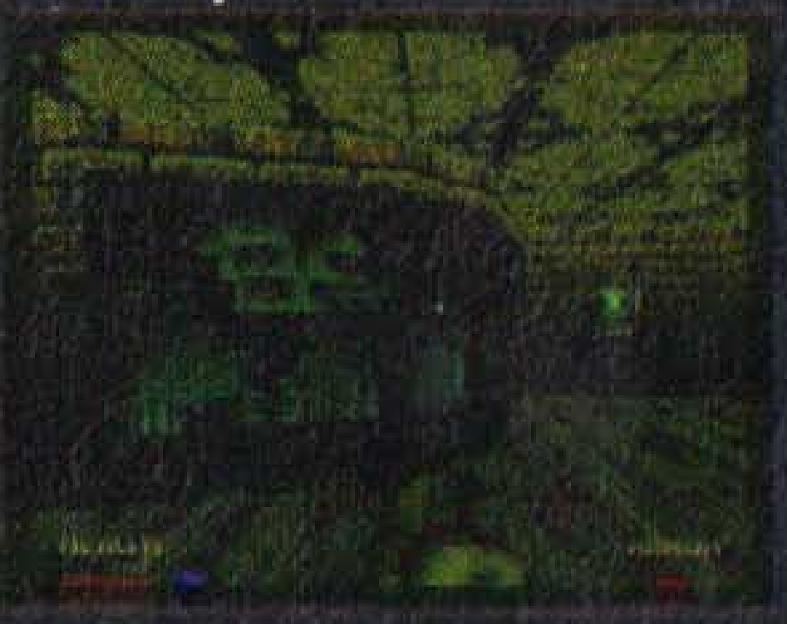
*2 Kill everything in the main arena and then operate the switch at A. Kill all the new monsters, then step on the pedestal at B.*



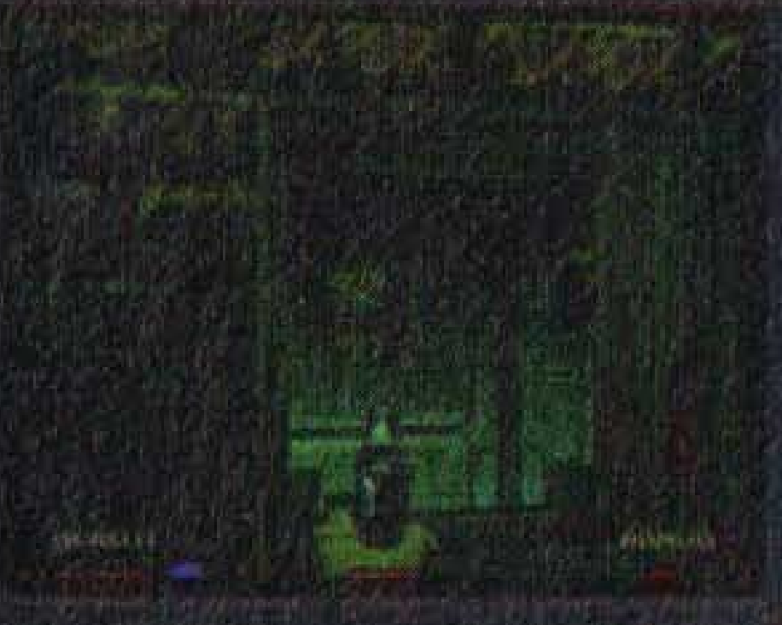
*3 Pick up the Supercharge sphere here at point C (you'll materialise here once you've stepped on B).*



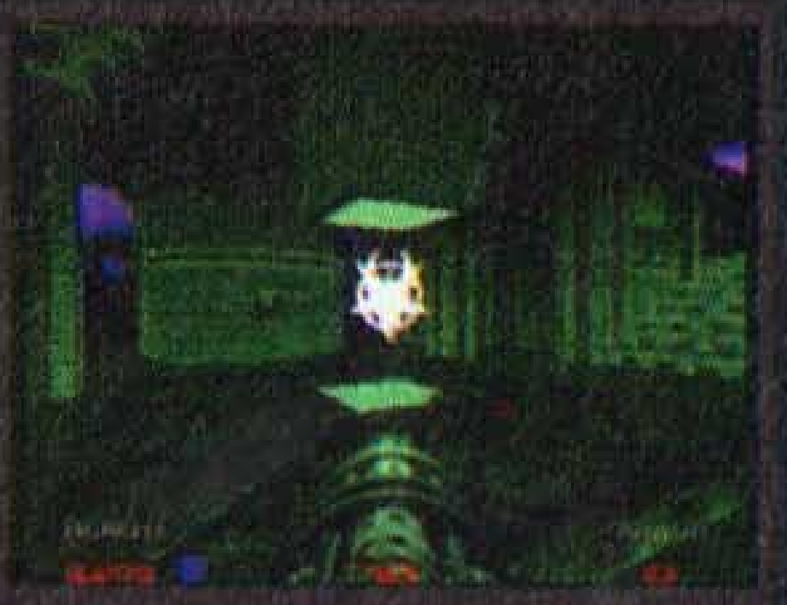
*4 Operate the switch at point D and then kill the baddies that pour through the opened door.*



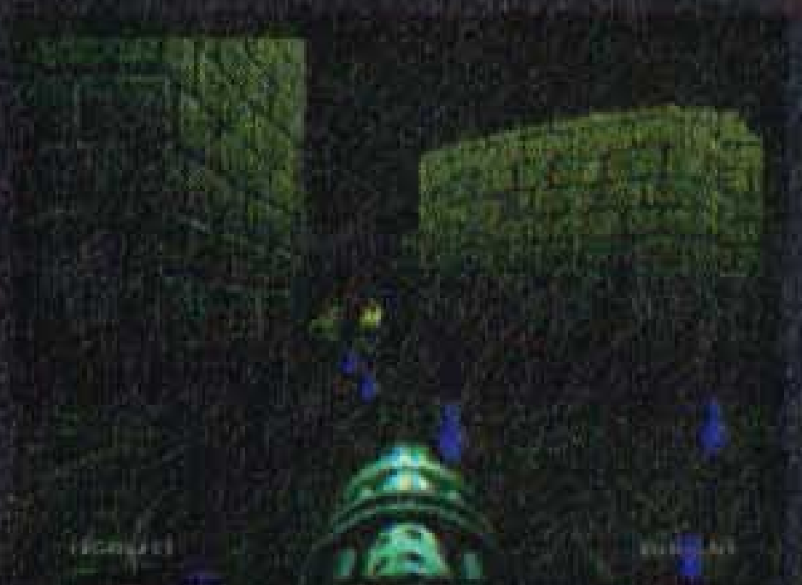
*5 From point E, shoot at the switch F that briefly becomes visible.*



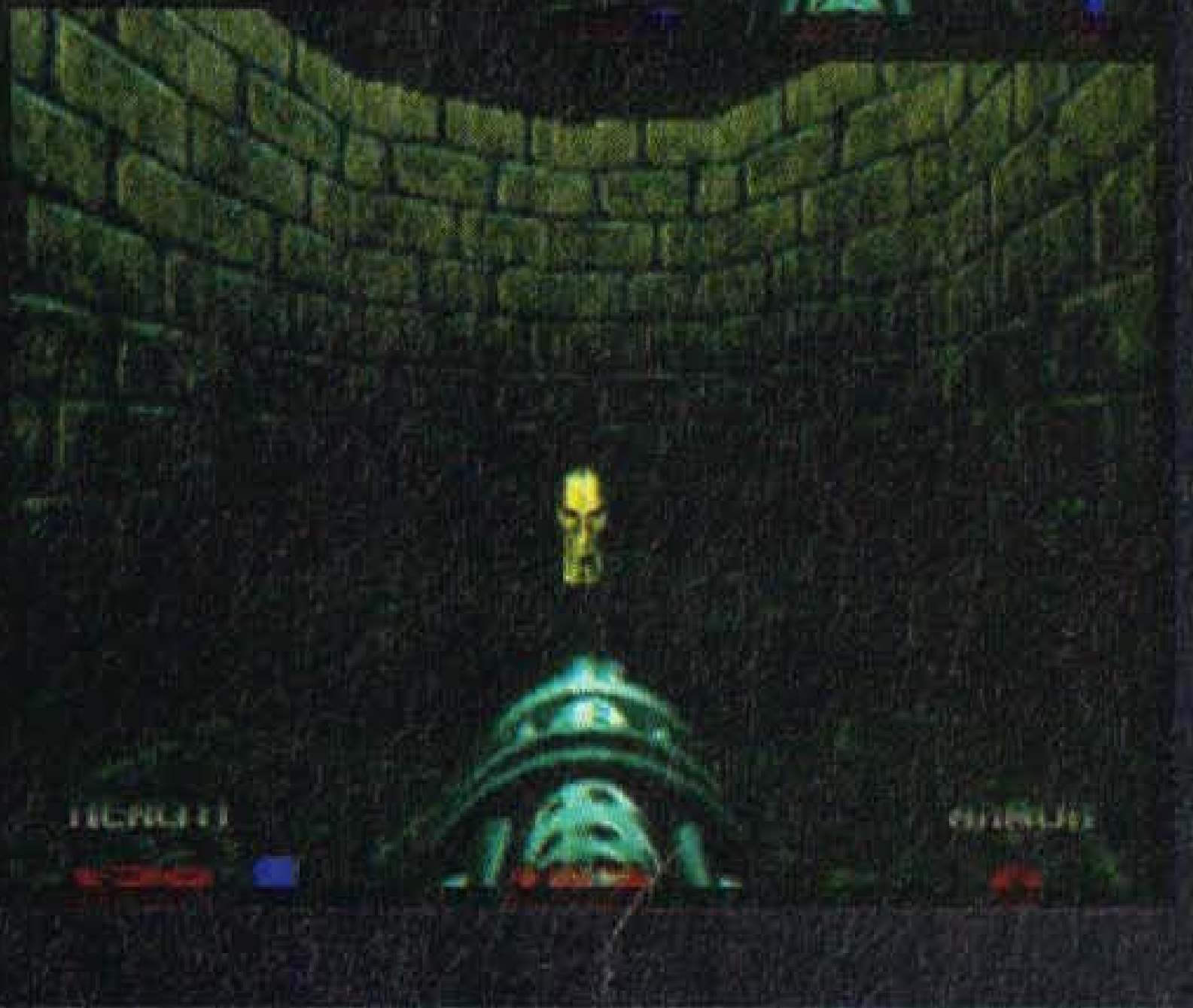
*6 Now turn sharply left and shoot at the switch at point G.*



*7 The column with the switch item on top of it should now lower at H.*



*8 With all that done, belt down underground over here at I.*



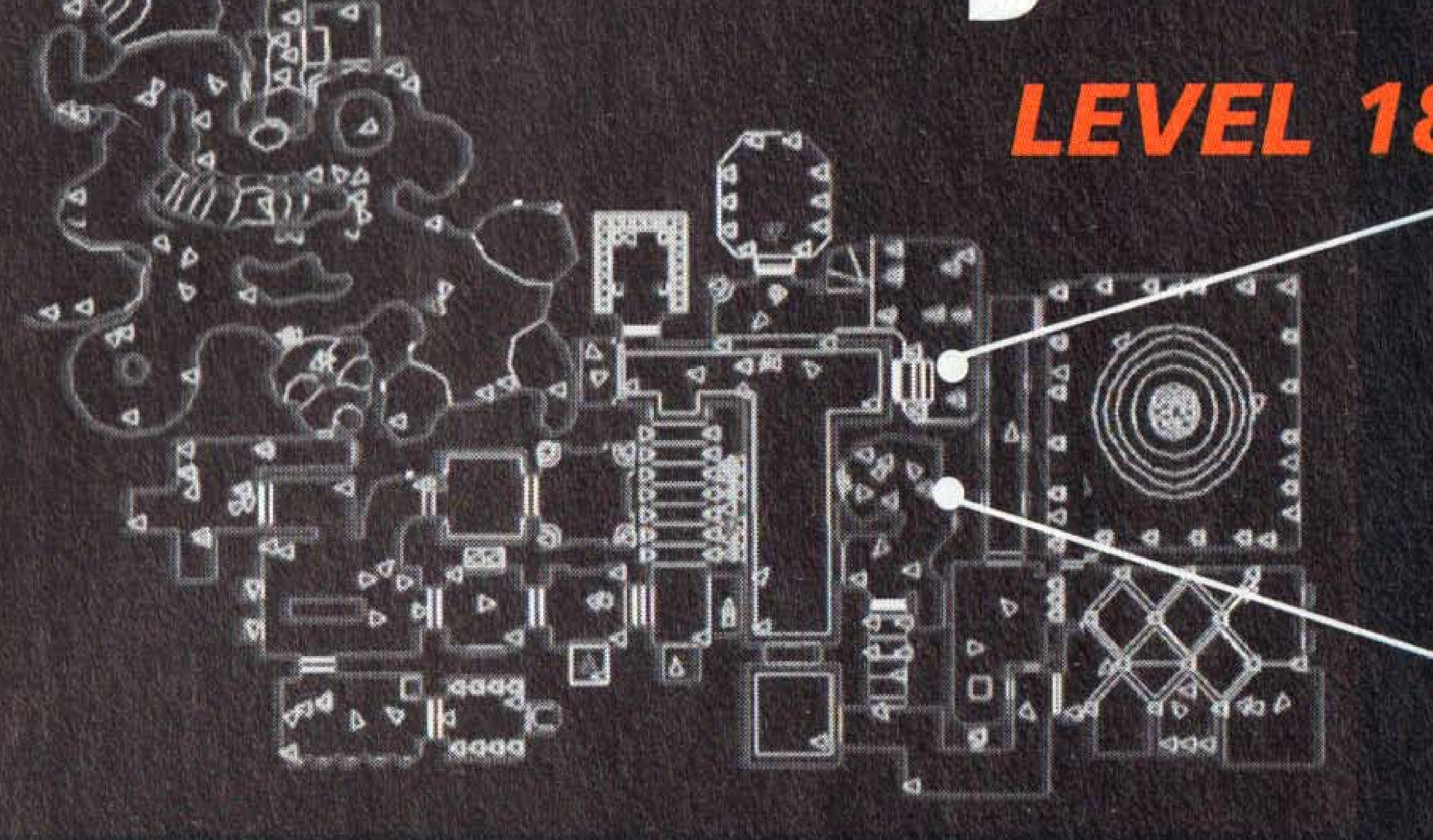
*9 The Yellow Key shouldn't be too hard to find down here. Getting out after you've got that is simplicity itself.*

## HOW TO...

# discover level 31 and the final switch key

The final secret level – 31: The Void – is accessed from level 18: Spawned Fear. It's the trickiest to get to as the door only remains open just long enough to scoot round and in. You'll probably need a couple of attempts to make it.

## LEVEL 18

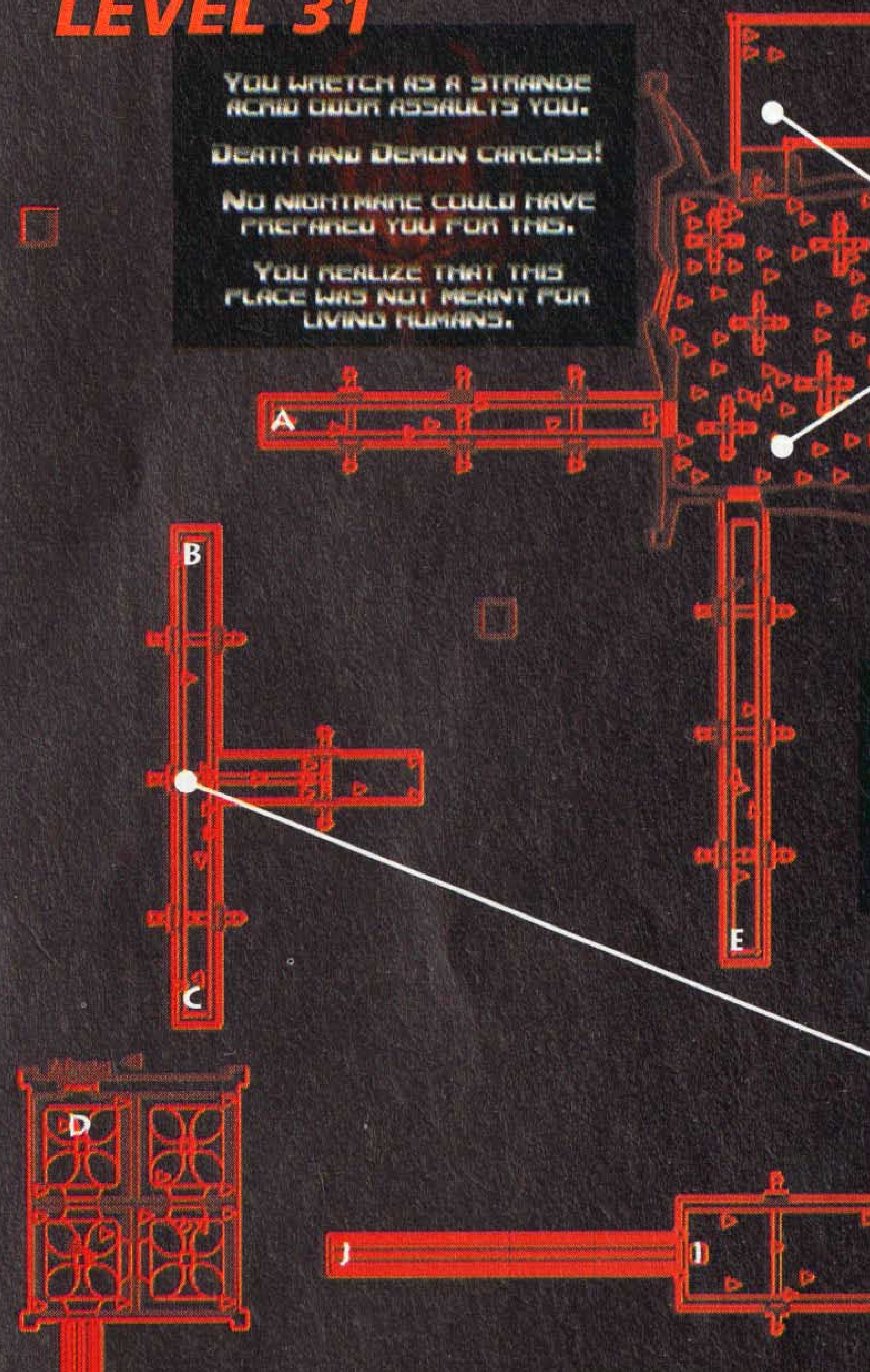


**1** After you enter the yellow door, walk up the steps slowly. You should hear the sound of a door opening somewhere behind you.

**2** Rush back down the steps and follow the wall to your left around the corner.

**3** You should find a small room on the left with an alternative exit that takes you to level 31.

## LEVEL 31



YOU WRETCH AS A STRANGE ACRID ODOR ASSAULTS YOU.

DEATH AND DEMON CARCASS!

NO NIGHTMARE COULD HAVE PREPARED YOU FOR THIS.

YOU REALIZE THAT THIS PLACE WAS NOT MEANT FOR LIVING HUMANS.

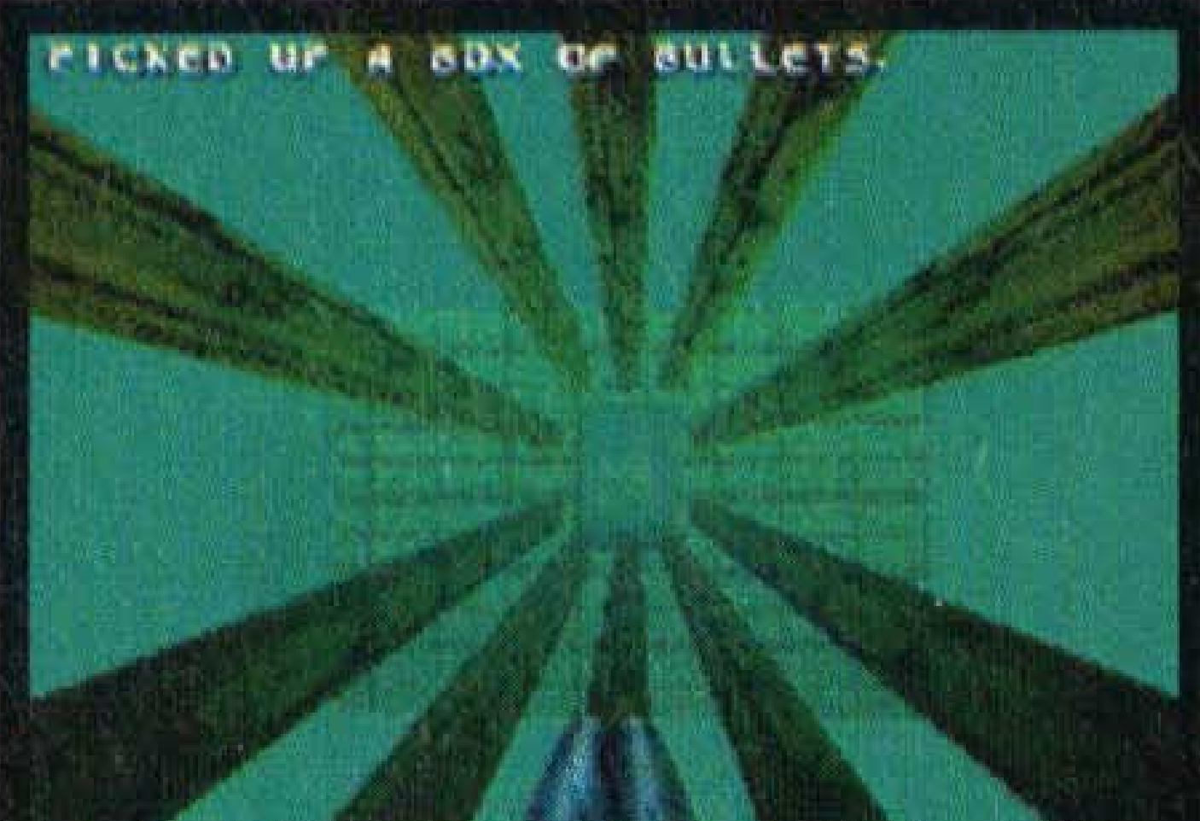
**1** Level 31 is tricky enough, so before you start any collecting activities, exterminate the local wildlife.

**2** Pop out here and take out the Mancubuses as well. Better safe than sorry.

**3** From A teleport to B. Go to C and 'port to D. Pick up the red key.

**4** From point A go to point F from point E. Use the switch to reach the yellow key at G.

**5** Activate the yellow lock here and walk towards the exit. When the ground starts to shake...



PICKED UP A BOX OF BULLETS.

**6** ...Quickly run to C to get to D and activate the switch at H. Now run back to D and C..

**7** From C go to E via B and A. From E port to point F.

**8** From point F you should find a step has risen at I allowing you to retrieve the Switch key at J. All very simple, really.

### CIRCLES IN YOUR MIND

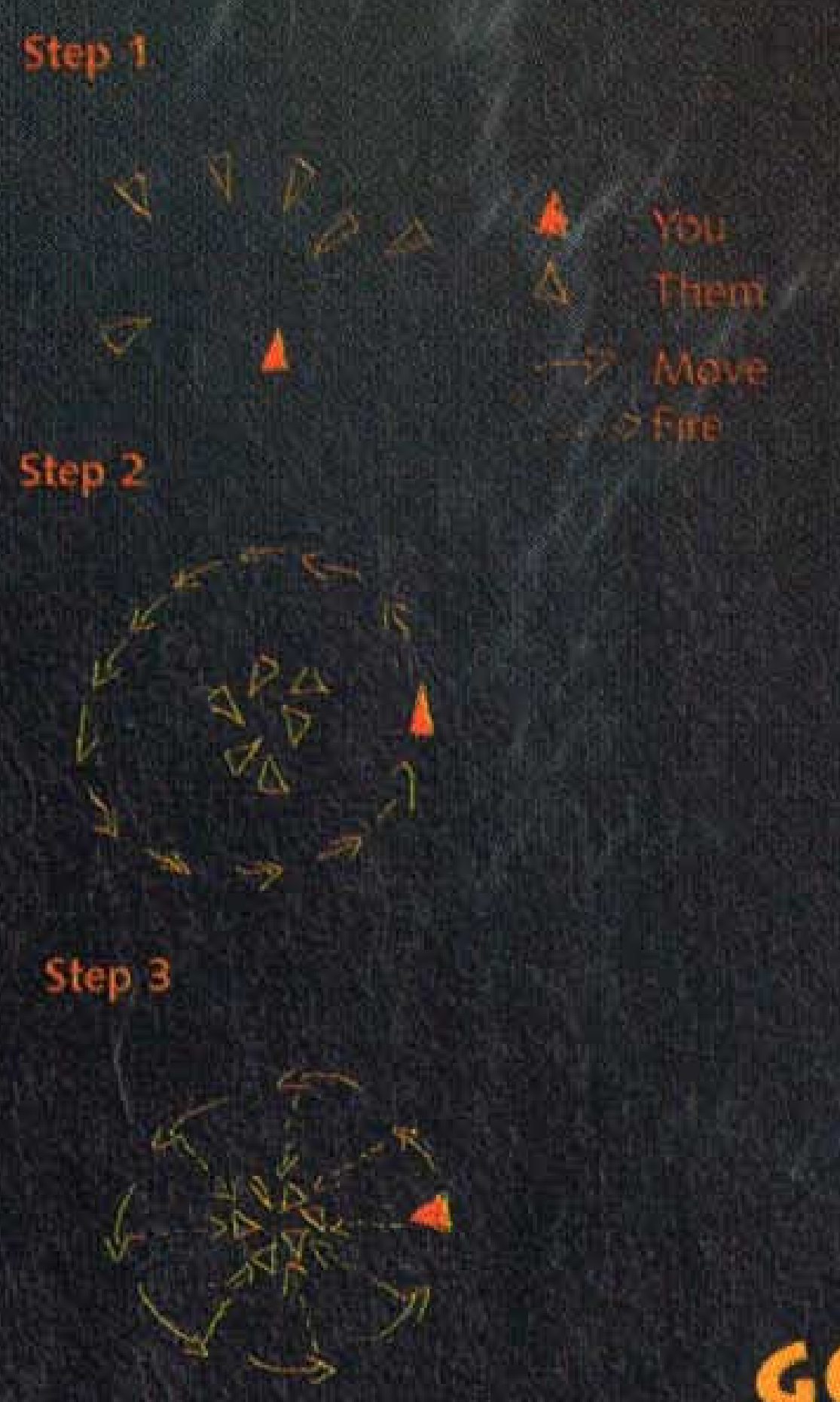
Tactically there's not too much to say for *Doom*. Use the Strafe buttons to take cover from incoming fire and, er, keep your eyes open. Yes.

In certain situations, though, there *is* one neat trick you can try. When you're being attacked by a whole host of baddies in a fairly open plan area, try running around them a couple of times. If you're moving fast enough, you should avoid their incoming fire, and at the same time they'll tend to aggregate into a tighter group.

This group formation has two advantages. Firstly, the monsters' missiles will tend to hit their own zombie pals, saving you ammo and effort and maybe starting a bit of mutually destructive in-fighting. Secondly, you'll now be able to pull off a bit of Circle Strafing.

To Circle Strafe, stop running and turn inwards to face your enemy cluster. Now hold down a strafe button and start to fire off with whichever weapon you fancy. The idea is to move around the monsters in a wide circle, firing in towards them but moving all the time to dodge their fire. Holding down strafe will keep you moving sideways, but you'll also need to make constant adjustments with the Analogue or D-pad to keep you facing in.

It sounds complicated (and takes a bit of practice) but it's an enormously useful tactic when the situation allows for it



GO! GO!

**FUN SIZE**

Finish off level 24 and something strange happens – you warp straight to level 28. Even if you find the Special Switch Keys in the secret levels 29, 30 and 31, you'll still not be able to access the levels between 24 and 28. Strange.

The fact is that until you've found and beaten secret level 32 and earned yourself the Features menu (or cheated and entered the special password), you won't be allowed to see levels 25, 26 or 27. The only way in (if you're feeling brave) is via the level selector in your freshly-acquired cheats menu.

And what fun 25, 26 and 27 are. Each is a tiny arena filled with either Mancubuses, Cyber demons or Arachnotrons, and you'll have to be a *Doom* god to beat them without cheating – even on normal difficulty. There's nowhere to hide and barely any ammo or armour to pick up, and, just when you think you might be getting somewhere, a whole host of new enemies materialise. It's nerve-shredding.

As you can only reach the 'Fun' levels via the cheat menu, Midway are almost admitting that they're impossible. But just when you thought your copy of *Doom* was coming to the end of its life they're a very welcome addition.

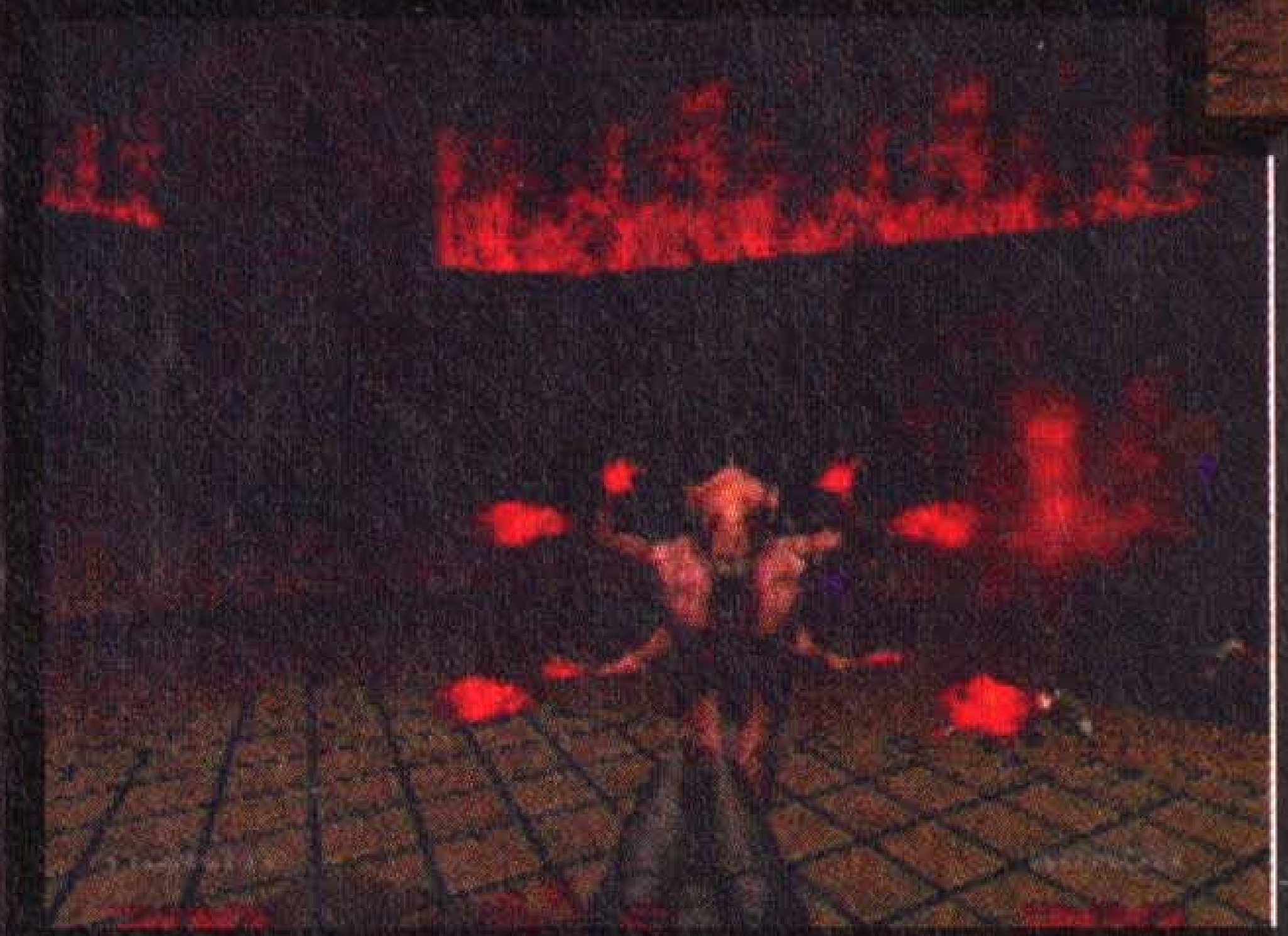
# MOTHER!

Level 28 – it's supposed to be the last one, but it isn't really – brings you face to face with the Mother of all Demons™. If you've collected all three Switch Keys, as soon as you've entered the arena rush to the three coloured switches and get those monster gates turned off. With any luck you should be able to do this while still invincible from the power-up in the level's ante-room.

With the gates turned off, dispose of any loose monsters and prepare for the Mother Demon herself. The weapon of choice here is the laser gun, which, as it's been fully powered-up, can finish off the final boss in a satisfying matter of seconds.

Finishing level 28 without the Switch Keys is a harder proposition. A hefty bout of circle strafing might just finish off the spawning monsters (they do stop appearing after a while) but the chances are you just won't have the ammo, armour or health to deal with Mummy.

△ *Take full advantage of the power-ups in the ante-room – you'll certainly need them!*



◁ *The laser weapon is the best for Mumsie. She can't stand it, you see*

# QUICKTIP

Most of *Doom's* normal levels are fairly straightforward. However, a few had us scratching our heads for a while...

### Level 15: Dark Entries

*IT'S THE BIT WHERE: You can't pick up the megasphere*

*Flick the switch and watch the pattern of appearances of the Megasphere on the columns opposite. When it's stopped moving, flick the switch that corresponds to the pillar you think it would have appeared on next. Get it right and you'll get the sphere as well as the blue key.*

### Level 17: Watch Your Step

*IT'S THE BIT WHERE: you can't open the secret door*

*Use the teleporters in the main room and then immediately open the secret door behind where you land. When both doors are opened for both transporters the secret door will open up in the corridor linking the arena with the main room.*

### Level 18: Spawned Fear

*IT'S THE BIT WHERE: you can't get at the blue key*

*Stand on the box in the room before the blue key and shoot the nearest switch with the shotgun. Now quickly rush into the next room and pick up the key off the freshly-lowered platform.*

**Unlike the assorted collection of monsters and demons it created, it seems that *Doom* refuses to die. It didn't create the '*Doom*-style', as it's come to be known, and it's definitely not been the best third-person shoot-'em-up since, well, *Duke Nukem* on the PC and *Turok* on the N64. So why the fascination? Why does the game appear on every new games system only shortly before a sequel is announced? (*Final Doom II 64* has already been announced by Midway for some time early next year.)**

It's questions like this that come into our minds now that *Doom 64* has finally appeared for British gamers. And unfortunately, there's no real conclusive answer. *Doom* is one of those games that has a compulsive streak running through the middle of it. Whether it's the ultimate simplicity of its level objectives, the dank gloominess of its levels or the stomach-churning way its enemies have the nasty habit of jumping out unannounced, few people who sit down to play *Doom* leave it very quickly.

The problem with recent *Dooms* – they've been on the 32-bit consoles – is that the game's level design has changed little since *Doom* and *Doom II* on the PC. Players who'd already experienced the delights of the game on its original format found little to interest them in warmed-over re-hashes on a different machine. And as time went on, more people were exposed to PC *Doom*, leaving console versions looking increasingly shabby.

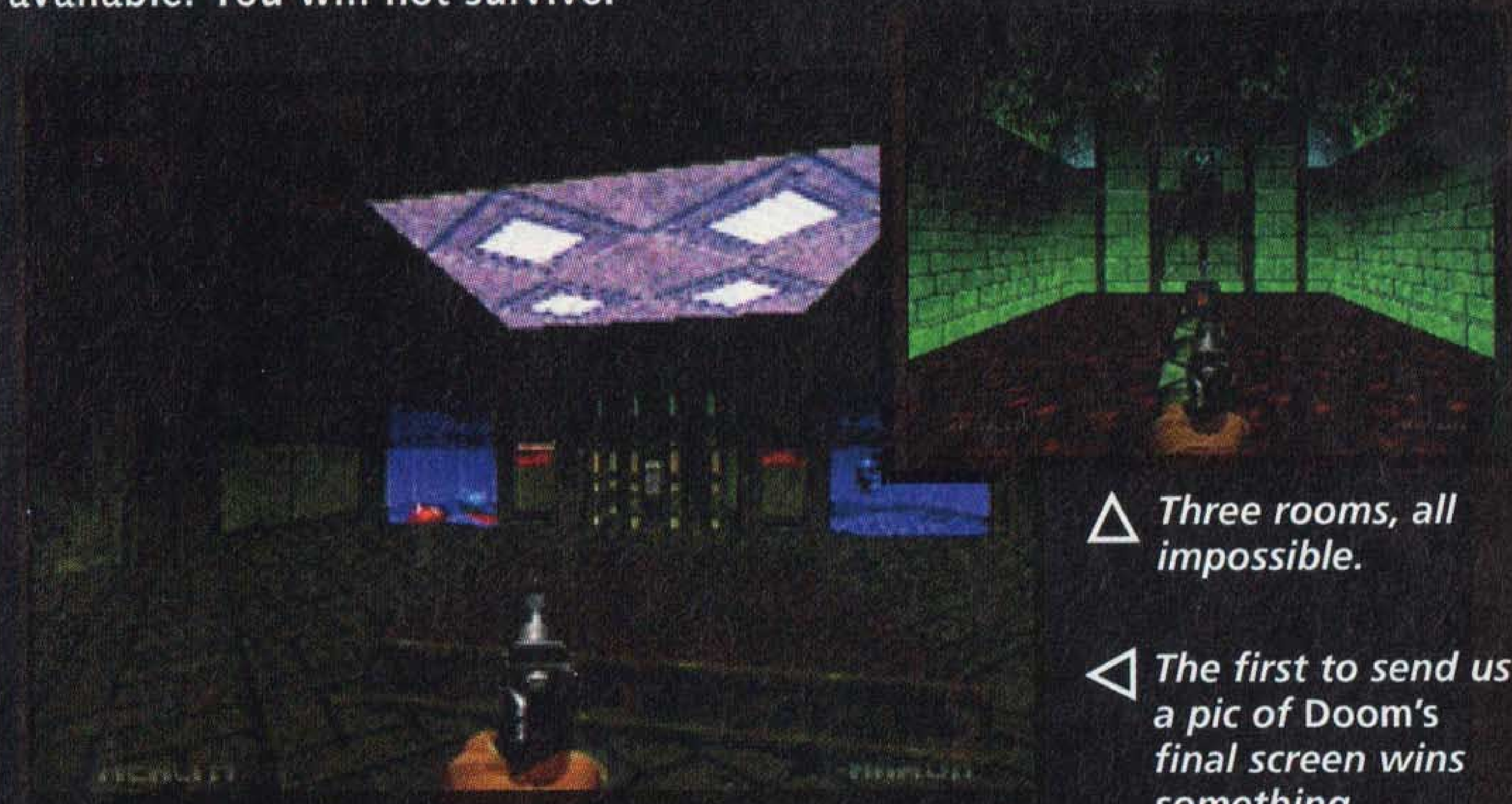
## Spanking

Which is all a long way of saying that for *Doom 64*, Midway almost *had* to redesign the game's levels. And they have – all 32 new of them, with brand-spanking new floorplans and freshly-buffed textures. The danger with a company other than id (*Doom's* creators) fiddling around with what's really the heart of the game is that part of that original *Doom* magic would be lost – especially as all the surface textures were to be re-worked to allow for the N64's mip-mapping (pixellation elimination) capabilities.

The good news is that with a few exceptions, the results are excellent. *Doom 64's* levels are easily comparable in size and design as the best in PC *Doom II*. What's more, the new look only enhances the feel of the game. You could say that keeping things as gloomy and dark as possible isn't the biggest challenge in the world, but with such a well-known and distinctly-recognisable proposition, things could have all gone wrong all too easily.

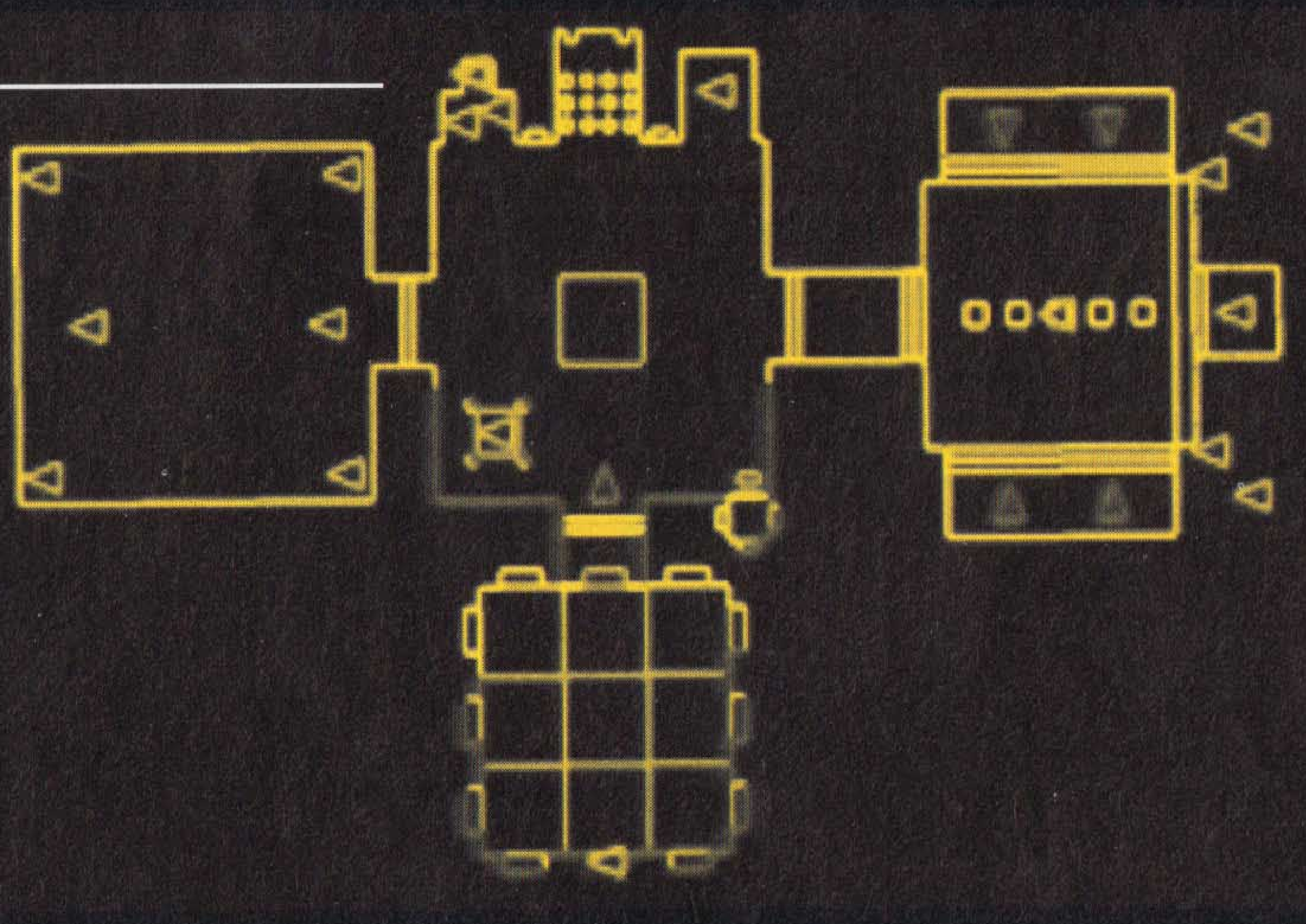
# level 32 HECTIC

*Doom's* final level. The cheats won't work. There's little health help or ammo available. You will not survive.



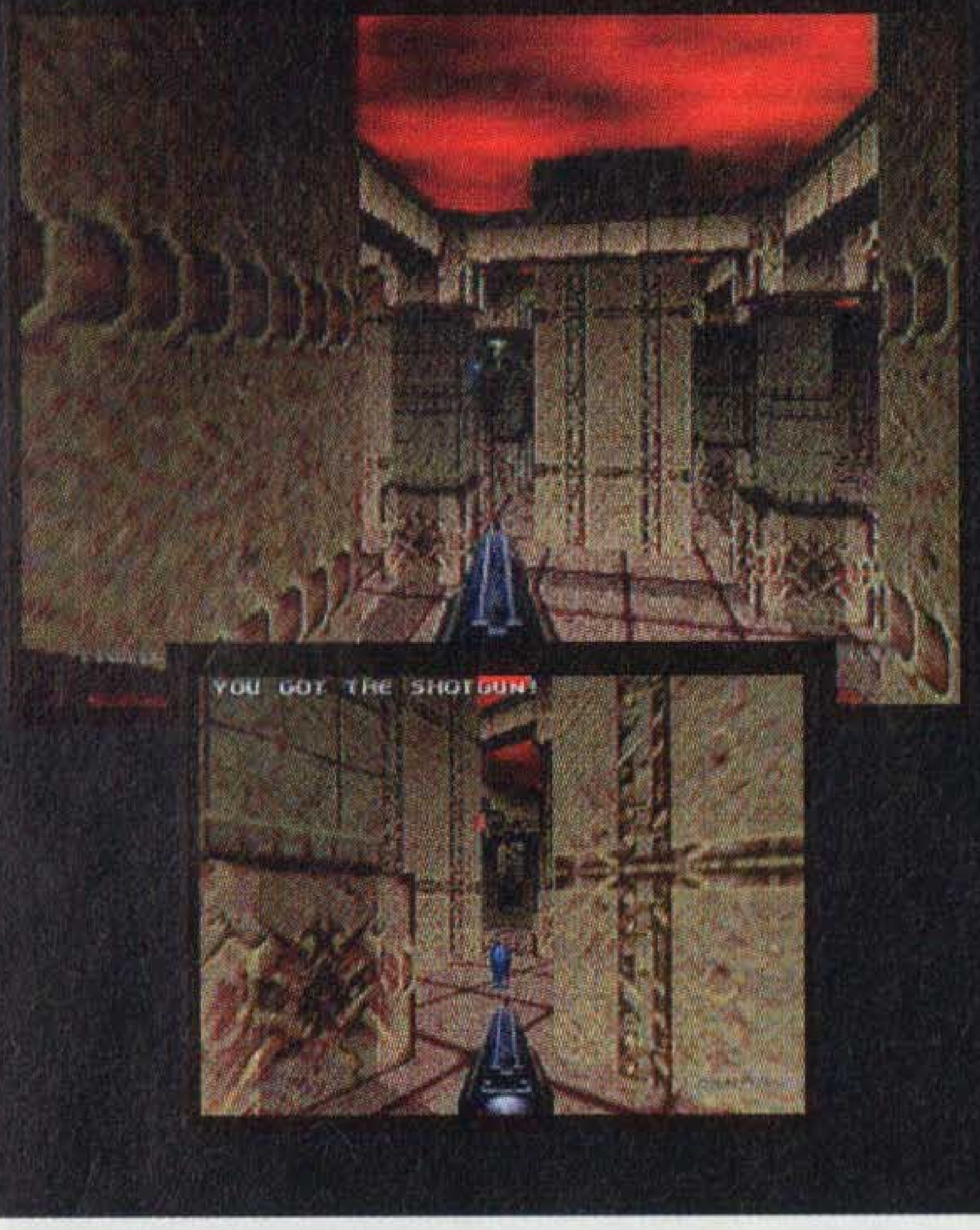
△ *Three rooms, all impossible.*

◁ *The first to send us a pic of Doom's final screen wins something.*



### Level 20: Breakdown

***IT'S THE BIT WHERE:*** *you can't get started*
*Climb up to the balcony level and shoot the switch on the pillar. This will lower the column with the Blue key on it.*

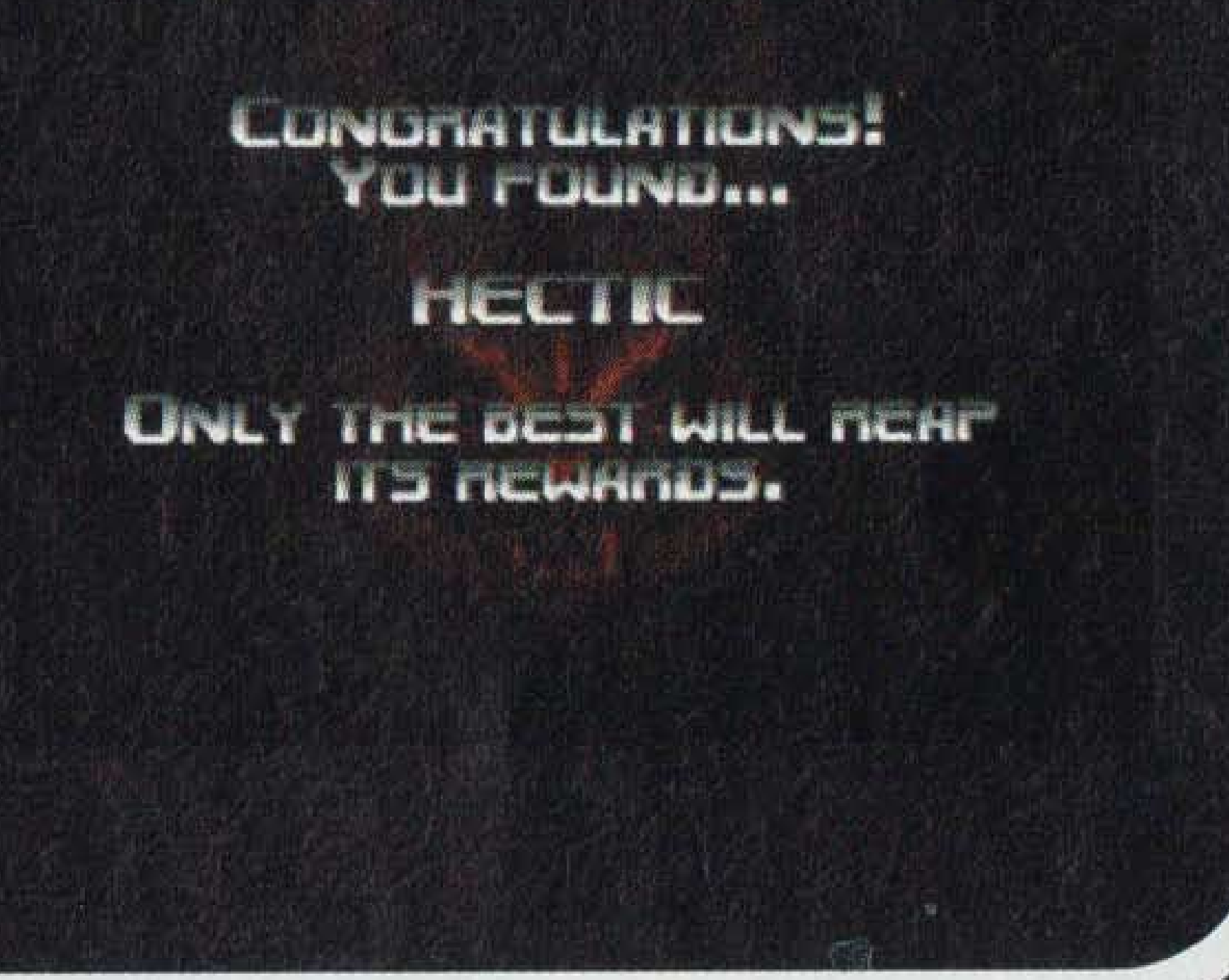


### Level 22: Burnt Offering

***IT'S THE BIT WHERE:*** *you can't get enough health to survive*
*In the biggest room shoot the stone statue from the balcony area to lower the platform. You should now be able to pick up a Supercharge sphere.*

### Level 32: Hectic

***IT'S THE BIT WHERE:*** *you can't get there without cheating*
*The 'proper' way to get to level 32 is from level 1. Destroy all the barrels except the one to the right of the start (there are ten in total). Now go to the teleporter concealed in the secret area and teleport back to the starting area. Shoot the last barrel in front off you and enter the door behind where you teleported in. A secret area will temporarily open on the left wall that leads to Level 32.*



CONGRATULATIONS!
YOU FOUND...

HECTIC

ONLY THE BEST WILL REAP
ITS REWARDS.

Similarly well-handled is the change from digital to analogue control. Although the digital D-pad option is included, not to use the Analogue would be madness – the smoothness of your Space Marine's movement under its control is superb. Gone are the rather stop-go robotic stumblings of the original games and in come smooth curves and perfectly graduated speed – from a creep forward to a Linford sprint. Using the Analogue also eliminates the need for a Run modifier key, making high-speed encounters that little bit easier.

Most of the monsters make it through from *Doom II*, but, although their sprites are a vast improvement over the originals, their animation leaves a lot to be desired. Perhaps if *Turok's* polygon dinosaurs hadn't come along so early on in the N64's life this wouldn't have been so noticeable, but with *GoldenEye* currently playing in the office the situation has only got worse. *Doom's* monsters are impressive at first glance, but when they try to move towards you, they have all the scary effect of a group of pensioners moving in for a a crop of reduced girdles at M&S.

## Small child

While dodgy animation might be the fault of Midway's programming, *Doom's* biggest flaw as a game experience lies in its original design. Here you are, a rough tough Space Marine (with blood pouring from his eyes, apparently) but you seem quite incapable of stepping over even the lowest of obstacles or kerbs. Which is annoying. To compound the sin, Midway actually then go and use some of these low-level obstacles as removable puzzle pieces, blocking your way to later parts of a level. Look, it's eighteen inches high! A toddler could get over that no trouble at all. Stupidity.

And *Doom's* original design is the reason why it's never going to get the big scores anymore, and why we've revised our original score of 80% down a couple of points. First-person shooters on the N64, no matter how polished or large, have got to have a bit more imagination in them than linear level designs, a total lack of story and no more but a standard issue of weapons and special features. Make no mistake about it, *Doom 64* is a fine game as far as it goes. It's just, against *Turok*, *Goldeneye* (and maybe *Mission Impossible*, if it ever deigns to put in an appearance), that's just not far enough.

*GoldenEye 007*. Out in November. The clock is running.

**JAMES**

### 7 VISUALS

Smoothly animated and darkly realistic. The monsters, sadly, are crap.

### 8 SOUNDS

Quite the scariest music we've heard for ages. Effects lack detail but the monster noises are disturbing.

### 5 MASTERY

*Doom 64* is slowly being left behind. Technically it's up there (apart form the monsters), but otherwise there's a total lack of innovation

### 8 LIFESPAN

Reassuringly difficult, with the best secret options of any *Doom* to date. Increased puzzle aspect and some genuinely challenging bits should help you get your money's worth.

### VERDICT

On release it was second choice behind *Turok*. With *GoldenEye* on the way, it must now be third. A good game but limited.

**77%**

# AROUND THE WORLD IN 16 TRACKS

*F1 Pole Position* contains all 16 circuits from the 1996 season, packed into a cart the size of a Shredded Wheat.

### Albert Park
### AUSTRALIA

**Something of a 'retro' track, this one, as the Australian Grand Prix has now shifted to Melbourne. A good place to start.**

### Interlagos
### BRAZIL

**An oddity on the Formula 1 calendar, this, because the cars go round it anti-clockwise. So expect lots of left-hand bends, eh?**

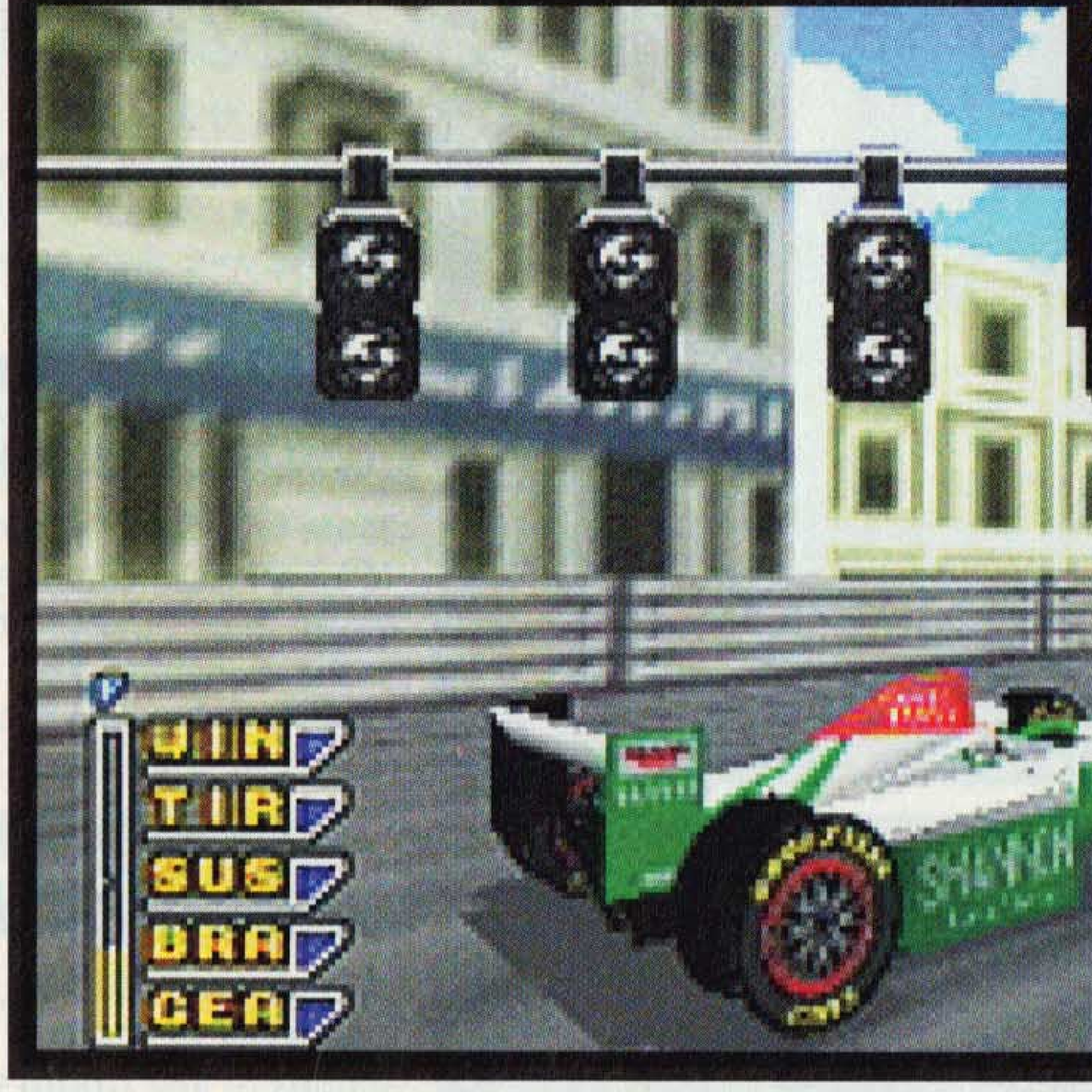
### Buenos Aires
### ARGENTINA

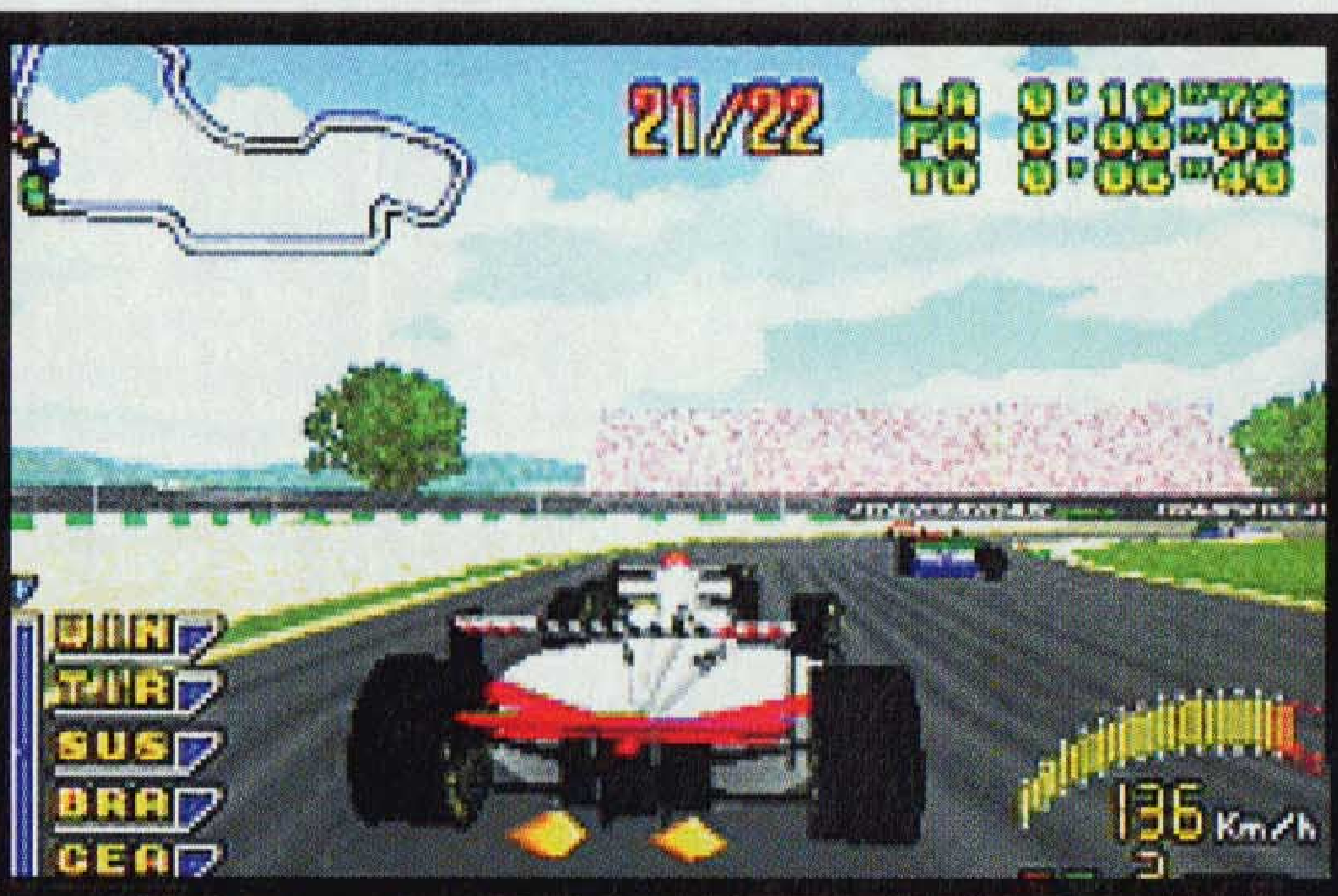
**A pretty run of the mill circuit, so keep all your settings on the default 'medium' levels and drive like Fangio.**

### Nurburgring
### EUROPE

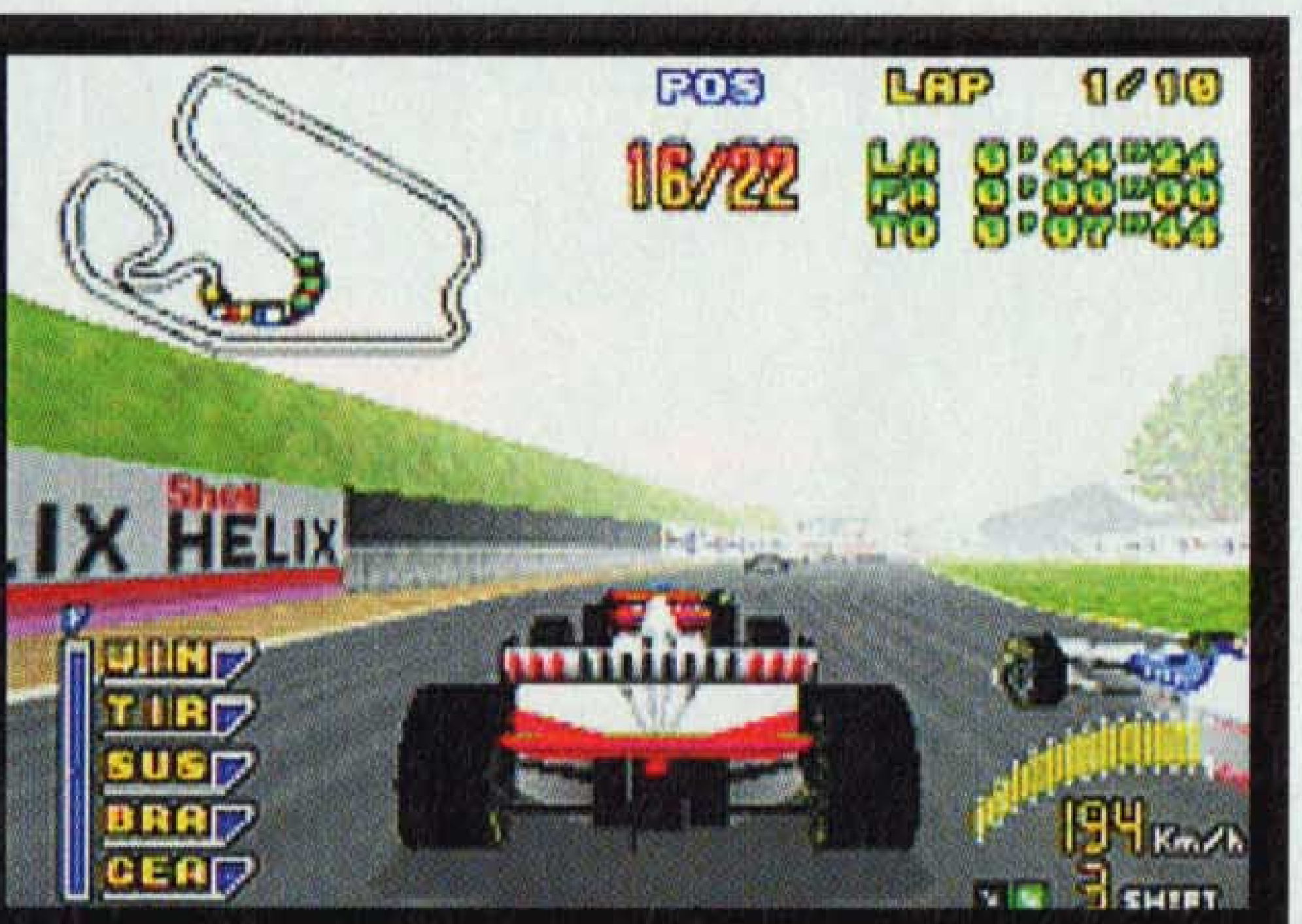
**Normally a tricky one to overtake on, this, but passing seems unusually easy in F1 Pole Position. In 'Luxembourg', this year.**

*The camera pans around exciting at the start of the race. Well, a bit excitingly. You know, sort of.*



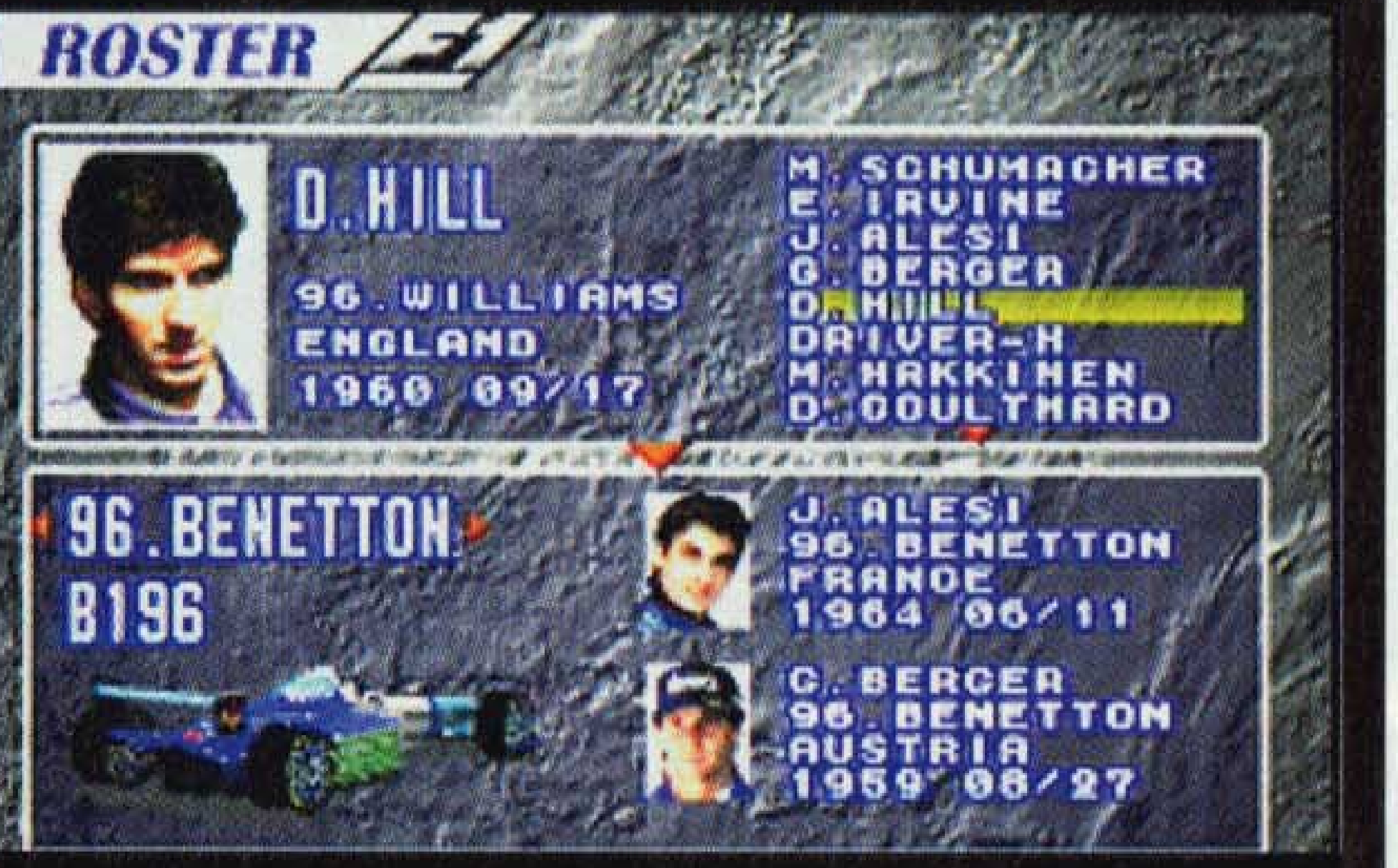


*Flame spits from the exhaust pipes quite a lot.*



*The usual variety of views is catered for. Behind-the-car is best, we reckon.*

*This'll be Suzuka. You can tell by the ferris wheel.*



ROSTER

D.HILL
96.WILLIAMS
ENGLAND
1960 09/17

M.SCHUMACHER
E.IRVINE
J.ALESI
G.BERGER
D.HILL
DRIVER-H
M.HAKKINEN
D.COULTHARD

96.BENETTON
B196

J.ALESI
96.BENETTON
FRANCE
1964 06/11

G.BERGER
96.BENETTON
AUSTRIA
1959 08/27

*You can shuffle the drivers and teams around to your heart's content.*

# F1 POLE

**F1 Pole Position**
UBI SOFT
Out now
64M
1
Controller Pak back-up
~~cartridge back-up~~
£60

### Imola
### SAN MARINO

*Set in the principality of San Marino, sort of Italy's equivalent of Monaco, this is a twisty little blighter. Lots of down-force, then.*

### Monte Carlo
### MONACO

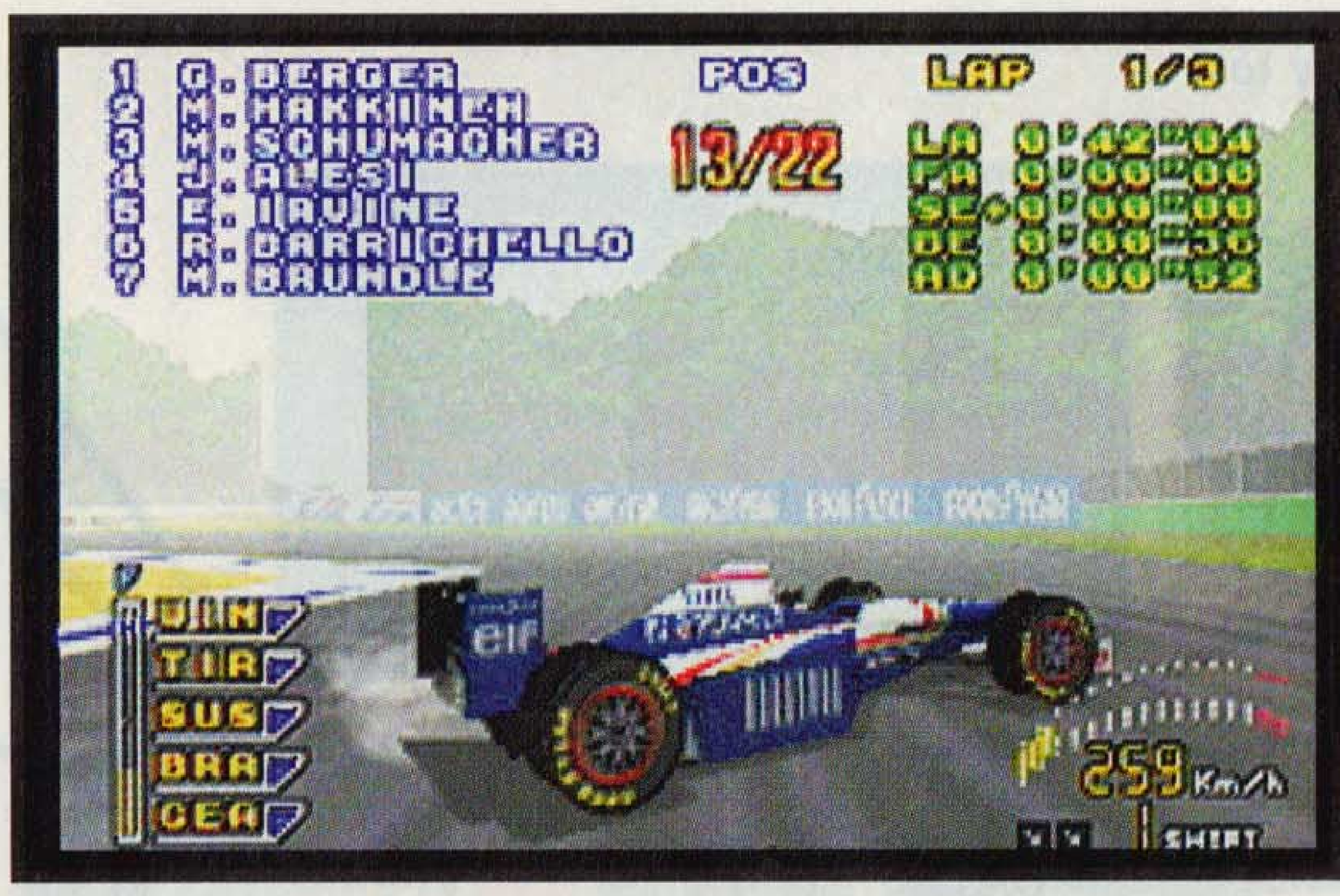
*An all-street circuit with loads of slow corners and that famous sub-hotel tunnel. Go for as much down-force as you can.*

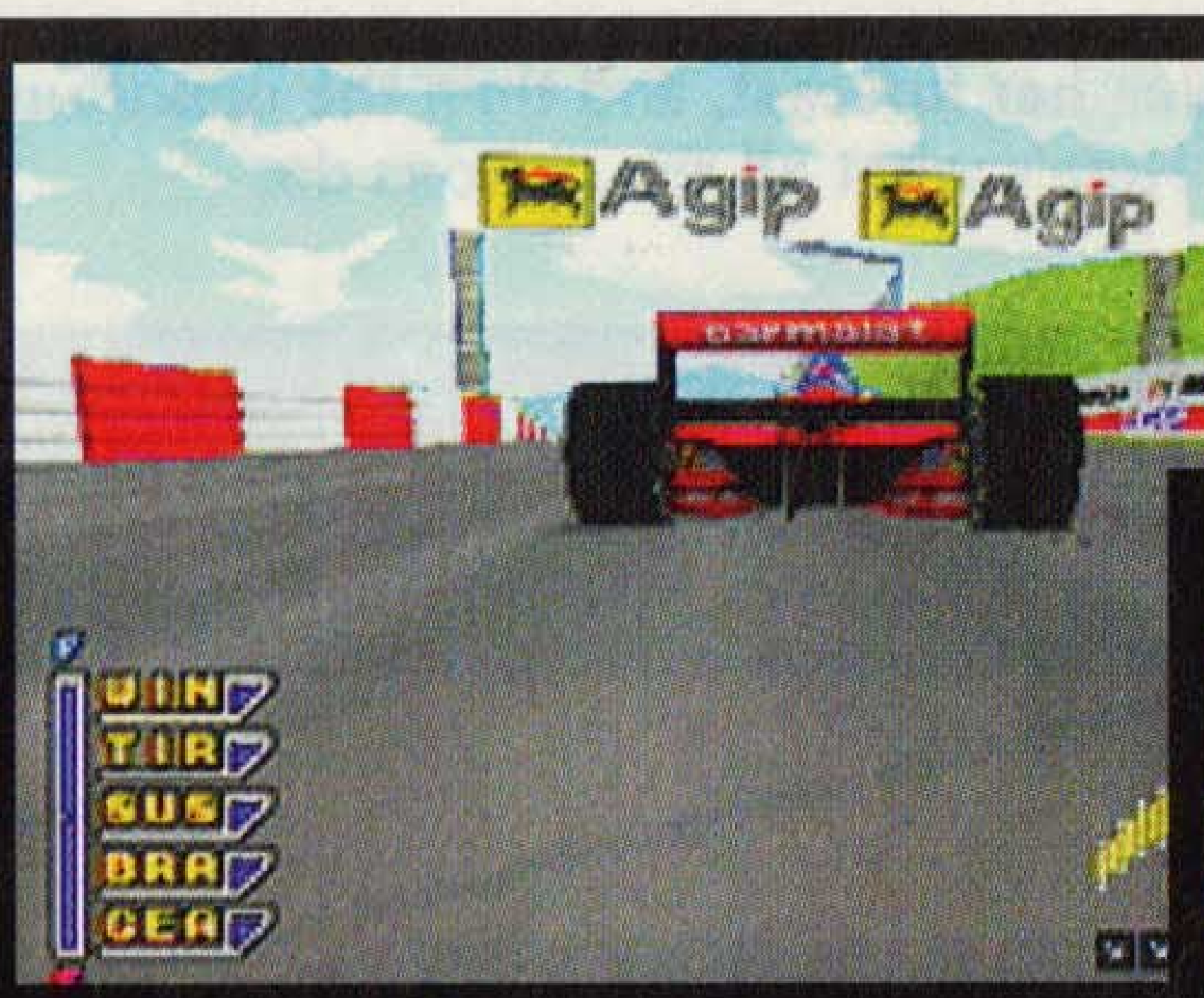
### Catalunya
### SPAIN

*Possibly, we think, the scene of a classic Mansell overtaking move, but we can't remember when, or upon whom.*

### Gilles Villeneuve
### CANADA

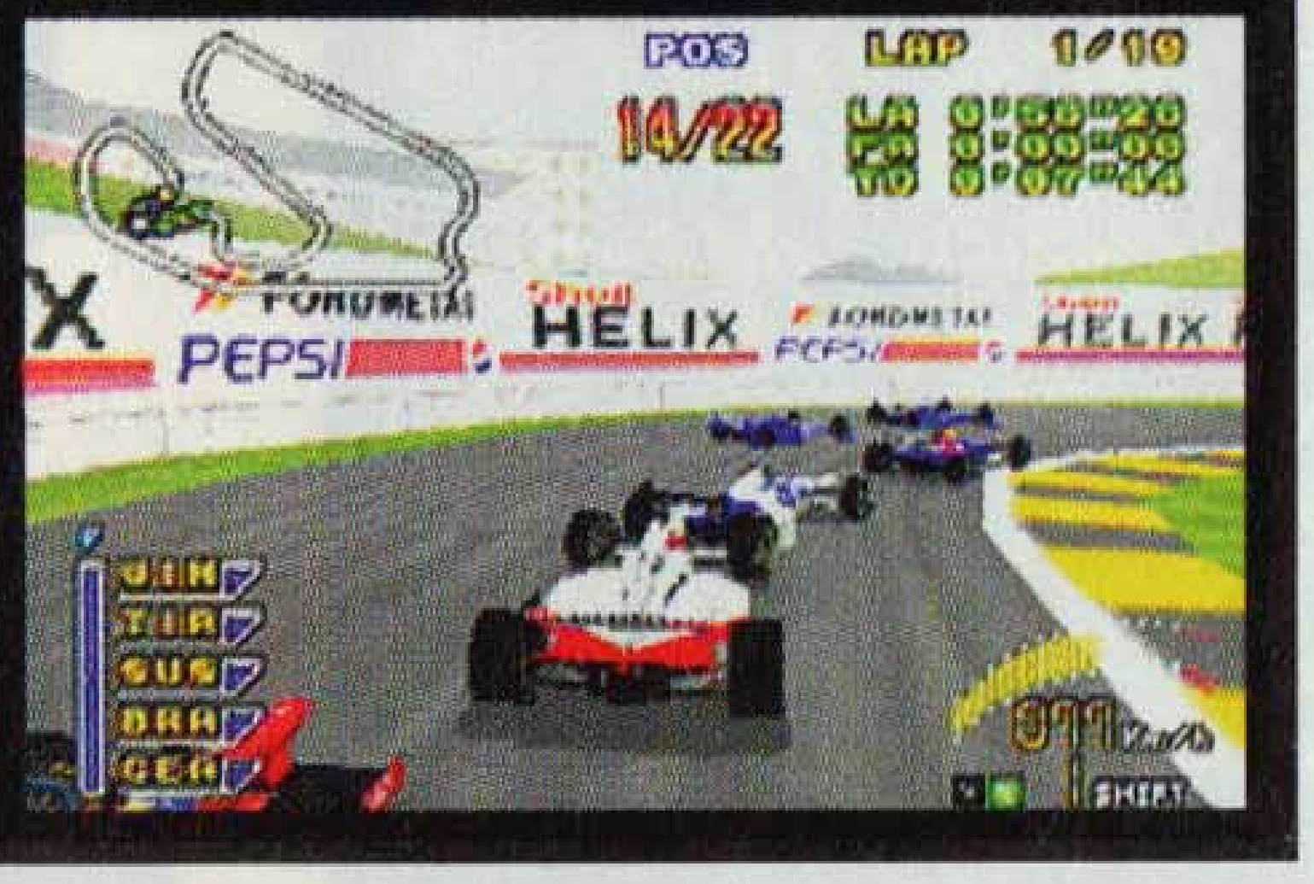
*There's a smashing high-speed 'kink' towards the end of each lap that you can take virtually flat out. Good old Gilles.*





*NOT the sort of view we like to see.*

*The stats at the top of the screen can be altered at will.*



*Disaster often results from the lack of feedback from the steering.*

**BEHIND YOU!**
*F1 Pole Position* allows you to choose your view of the action, ranging from sitting-in-the-car to floating-several-feet-behind-it. We'd suggest you plump for the latter, as it allows you to spot Heinz-Harald Frentzen coming up behind you and veer into his path accordingly.

# POSITION 64

## Have Ubi Soft managed to turn *Human Grand Prix* from a Shinji Nakano into a Michael Schumacher?

You're slowing down!" said the annonymous American voice over the radio as I crossed the finish line in first place in the European Grand Prix at the Nurburgring. When I do the same thing in *Formula 1* on the PlayStation, Murray Walker says: "And Hill wiiiiinns the Eurpean Grand Prix!" Which pretty much sums up the difference between the two games.

From the Nintendo devotee's point of view, *F1 Pole Position 64* is certainly streets ahead of any Formula 1 game the SNES managed. Where once we had flat, Mode-7-generated courses (either viewed from above, in which case it was impossible to see corners coming up, or from a first-person point of view, in which case, er, it was similarly impossible to see corners coming up), now we've got every circuit on the Formula 1 calendar lovingly constructed from 3D polygons. The road, the stands, the bridges, the tunnels, the pits – it's all there just as it should be. And the game's programmers have also simulated the handling of an F1 car as best they can, including tweakable tyres, spoilers and other things.

There're all the options you'd hope for. You can race a full season or set up a single race against whichever drivers you fancy. You can go through all the practice and qualifying sessions before each race or cut to the chase and start from the back of the grid. You can adjust the downforce and tyres on your car according to the circuit you're about to race on and the weather. And you can juggle drivers and

GO! GO!

## Magny-Cours
### FRANCE

*Built at enormous expense to the French tax payer, Magny-Cours is virtually impossible to reach without a helicopter.*

## Silverstone
### BRITAIN

*Featured here in its pre-improved form, although it's a bit hard to tell anyway when the corners are all triangular polygons.*

## Hockenheim
### GERMANY

*A great circuit to race on, with its long, high-speed straights making a low downforce, high-geared configuration a must.*

## Hungaroring
### HUNGARY

*Something of a third-gear grind, this one, with a neverending series of long slow corners and no decent straights.*

**IT'S OFFICIAL**

With the purchase of an FIA licence, Ubi Soft have been able to 'let go' the likes of H Dill and D Piniz and replace them with proper drivers like D Hill and P Diniz.

DRIVER SELECT
D. COULTHARD
ENGLAND
1971 03/27
96 McLAREN
96 McLAREN

FIA
FORMULA 1
WORLD
CHAMPIONSHIP
ial product of the FIA Formula One World Cham
"Licensed by FOCA to Ubi Soft"

# OUR TUNE

**Before each race you're given firstly a weather forecast, and then the opportunity to tune up your car to suit the conditions. Here's what all the options do:**

***TRANSMISSION:** Manual? Semi-automatic? Or Automatic? We'd recommend the last-named, given how hard Pole Position makes it for you to know what gear to be in at any time. You also get to choose between seven rations, here, which is best done in combination with the wing setting.*

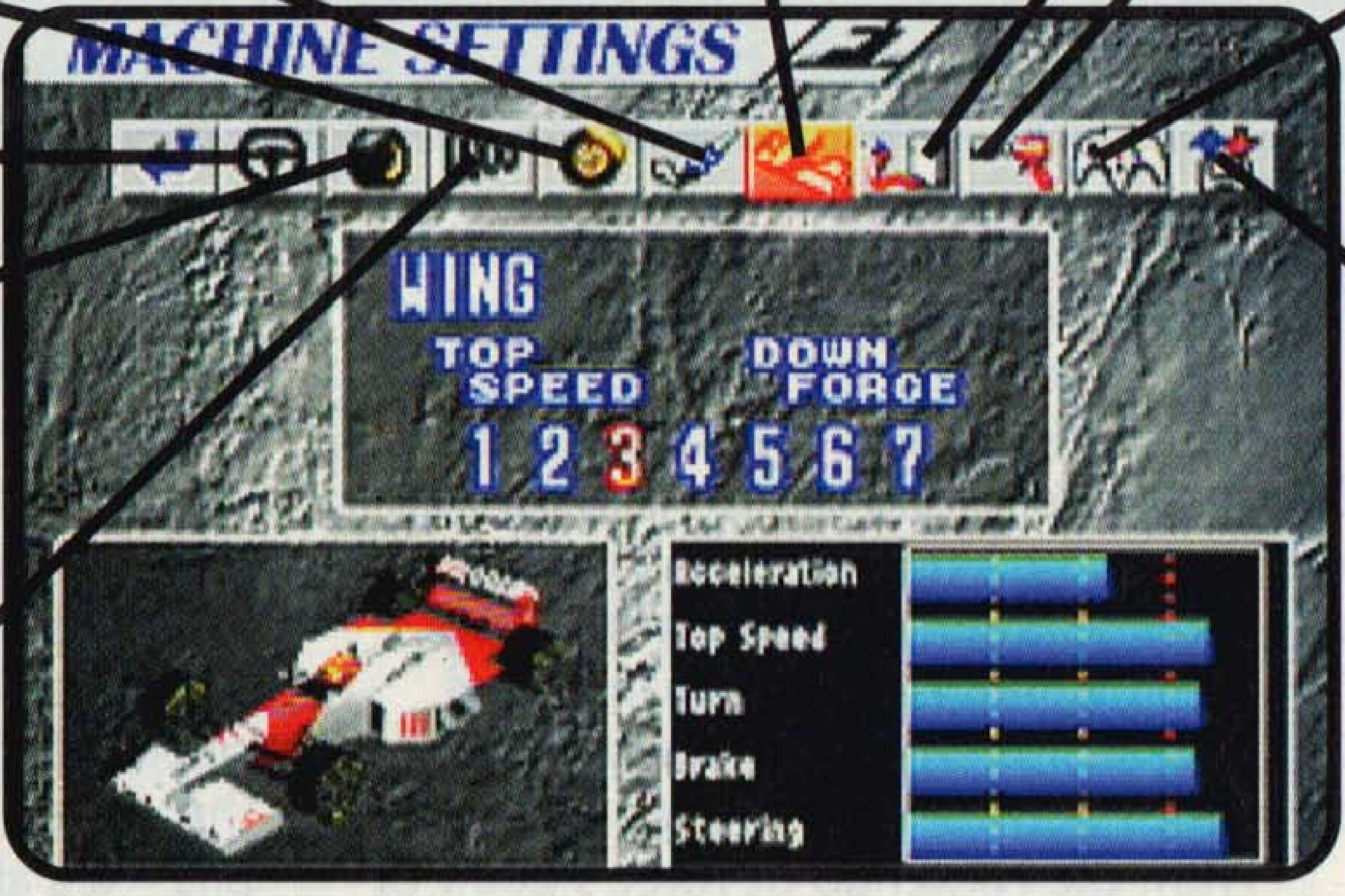
***BRAKE:** You can let the N64 apply the brakes too, if you like. This option is for cowards and charlatans, however.*

***WING:** A vital one, this. There are seven settings, allowing you to set your aerofoils for greater speed or greater downforce. On a wiggle-free circuit like Hockenheim you'll want to go for speed, whereas somewhere like Monaco you'll want maximum downforce.*

***STEERING:** The settings are Hard, Standard, Difficult and Expert, and, although it's a bit difficult to tell, they seem to affect how realistically the car reacts to the joystick.*

***TIRES (SIC):** Slick or rain are the options here, so it's a case of whether you want to go for speed or handling security. If the weather changes you can always call into the pits later and swap them over.*

***SUSPENSION:** Soft? Or hard? As the supposedly bumpier circuits aren't actually bumpy, we'd advise 'hard'.*


MACHINE SETTINGS
WING
TOP SPEED · DOWN FORCE
1 2 3 4 5 6 7
Acceleration
Top Speed
Turn
Brake
Steering

**INTRO SNORES**

*F1 Pole Position replaces Human Grand Prix's car montage with perhaps the least exciting intro sequence we've ever seen. Via in-game graphics, we see cars driving around a track in a long procession with absolutely nothing exciting happening at all – no overtaking manoeuvres or crashes or anything. Authentic, though, eh?*

GOOD YEAR
GOOD YEAR

teams about, so you're not stuck with the default 1996 stats.

And out on the road *F1 Pole Position* works well enough. Your car responds precisely to the analogue stick, allowing you to scythe pleasingly through back markers. Hills and tunnels and things are just where they should be. And there's been some attempt to inject excitement into proceedings, with sparks flying from your car's underbody and computer cars breaking down and trailing smoke.

It's when you start to compare *Pole Position* with what's available on other machines that it starts to look a little limp. *Formula 1* on the PlayStation, for example, is a better game in every way, with dazzling (rather than merely functional) graphics, more convincing controls (despite not having an analogue stick to call upon) and thoughts from Murray Walker throughout. And *Grand Prix 2*, the only game I regularly play on my ageing PC, trounces *Pole Position* in terms of accuracy – you need to clip kerbs with inch-perfect precision – and has spectacular crashes, with spoilers, wheels and entire cars hurtling through the air with balletic grace.

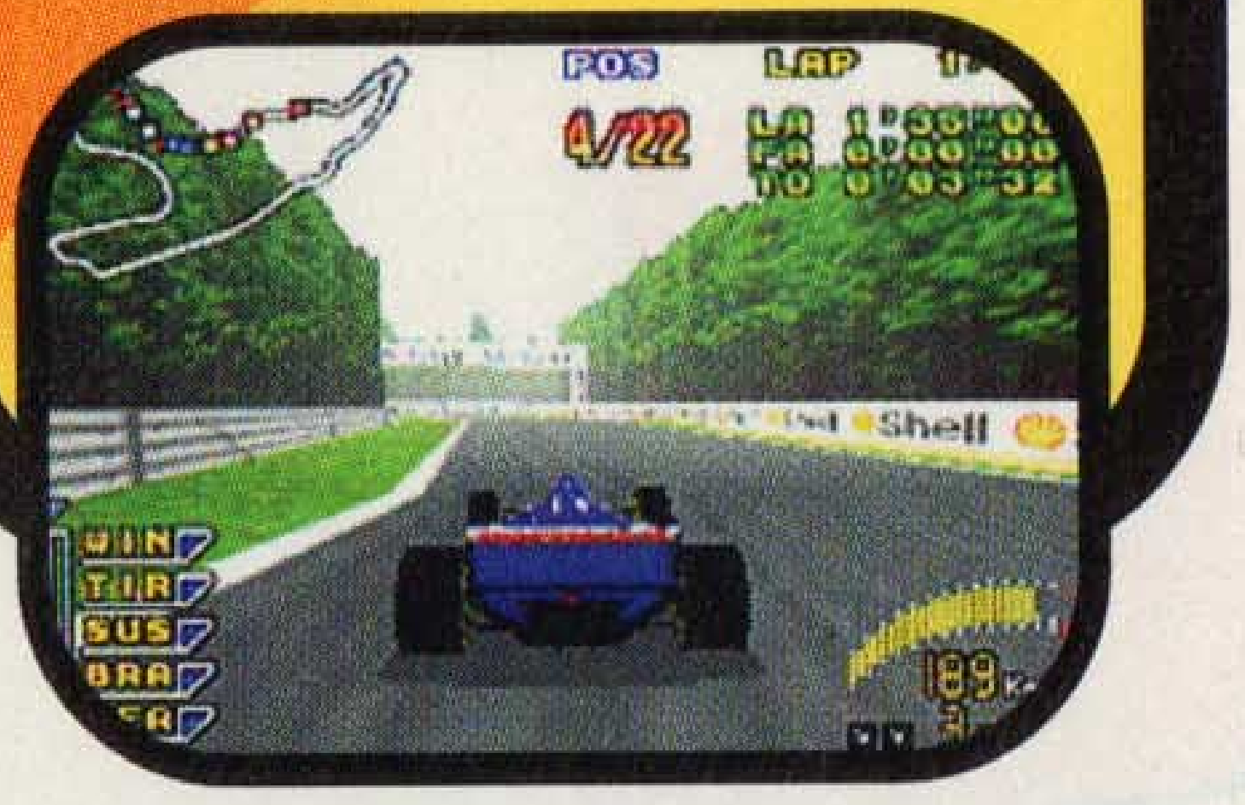
## Top gear really?

*Pole Position's* speedometer is in kilometres per hour. Who the devil knows how fast 168 km/h is? And besides, the important thing with racing cars is what gear you're in. You talk about third gear corners and second gear chicanes – it's vital to know what gear you're in at any time. *Grand Prix 2* on the PC realises this, and gives you a big, bold gear indicator in the middle of your instrument panel. *F1 Pole Position*, meanwhile, writes your current gear as a tiny number in the bottom right-hand corner of the screen, so, by the time you've found it and worked out how many down-changes you need to make, you're embedded in a tyre wall.

*Grand Prix 2* also, if you ask it to, tells you what gear to change down to before you reach each corner. This doesn't just help you to take the corner at the right speed, but warns you when there's a corner coming up in the first place. And it puts little boards 100 yards before each corner as extra warning. Not terribly realistic, perhaps, but unless you're prepared to devote your life to learning every corner of every one of the 16 Grand Prix Circuits (something racing drivers are paid up to £20 million a year to do), it's the only way of doing a lap without

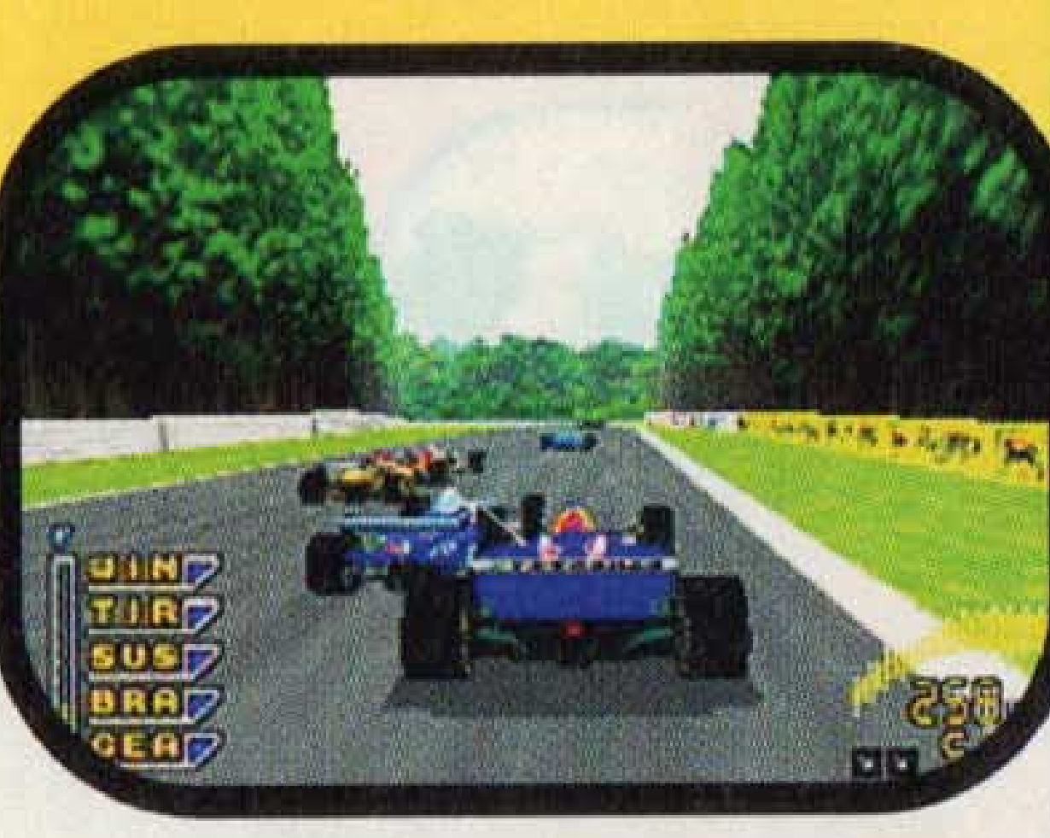
### Spa Francochamps
**BELGIUM**

*This one's half made up of public roads, and spends much of its time running through forest. Crash here and you may not be found.*



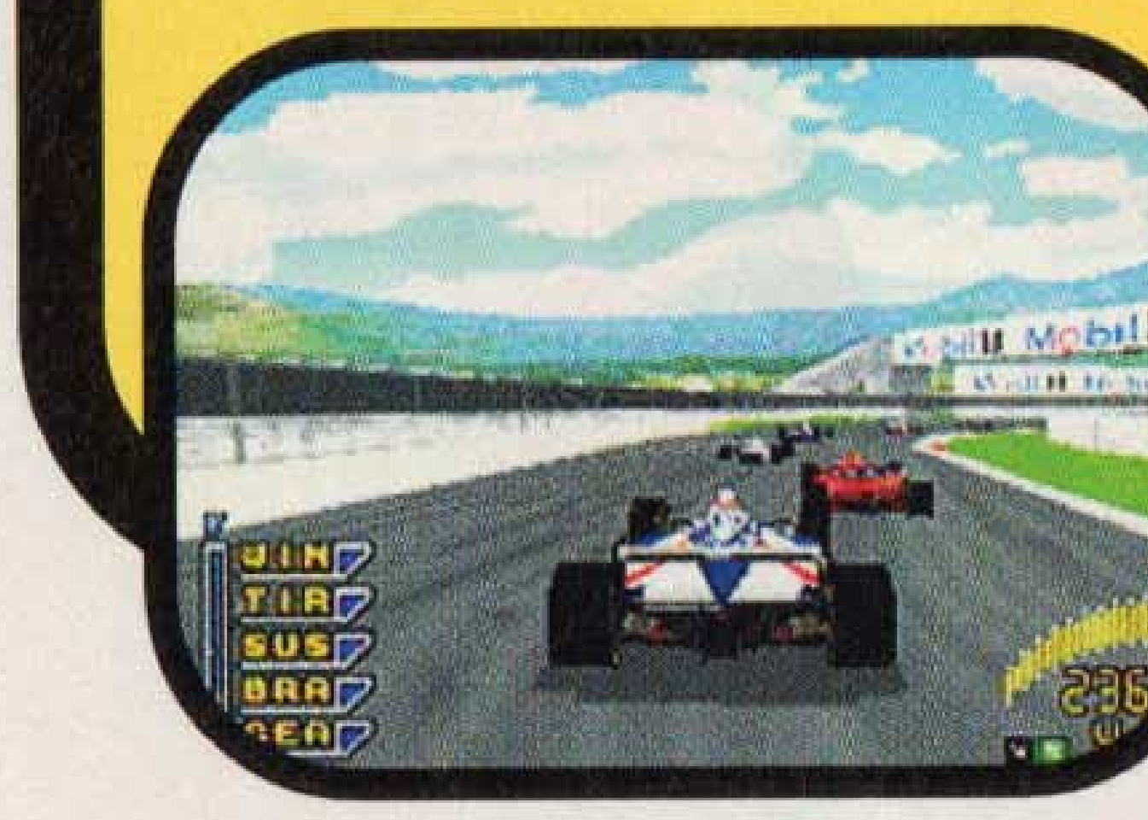
### Monza
**ITALY**

*A pleasantly fast circuit that carves through some attractive forest. Ease off on the down-force.*



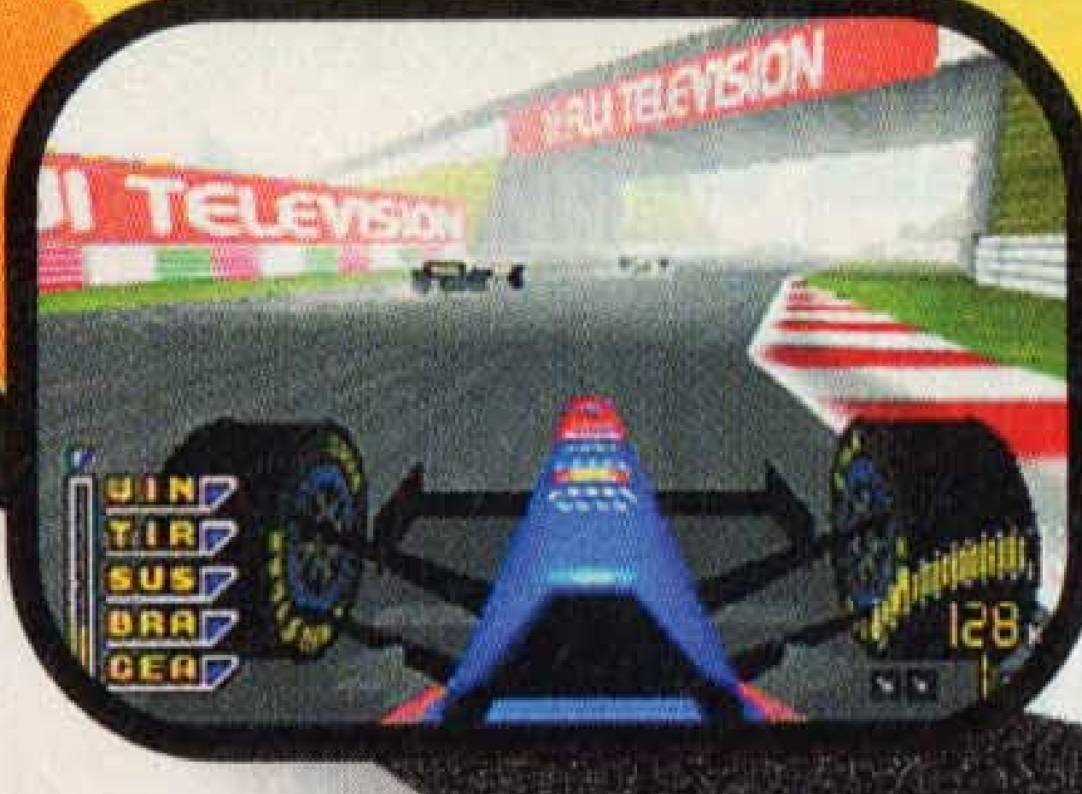
### Estoril
**PORTUGAL**

*Just one long straight here, with the rest of it all wiggly. Parched-looking mountains provide the race backdrop.*



### Suzuka
**JAPAN**

*The only circuit with a Scalextric-style figure-of-eight configuration. It's also got a huge ferris wheel behind the crowd.*



***FUEL:*** *Here's where you choose your pit-stop strategy.*

***PIT WORK:*** *Light? Normal? Or heavy? We're slightly baffled by this.*

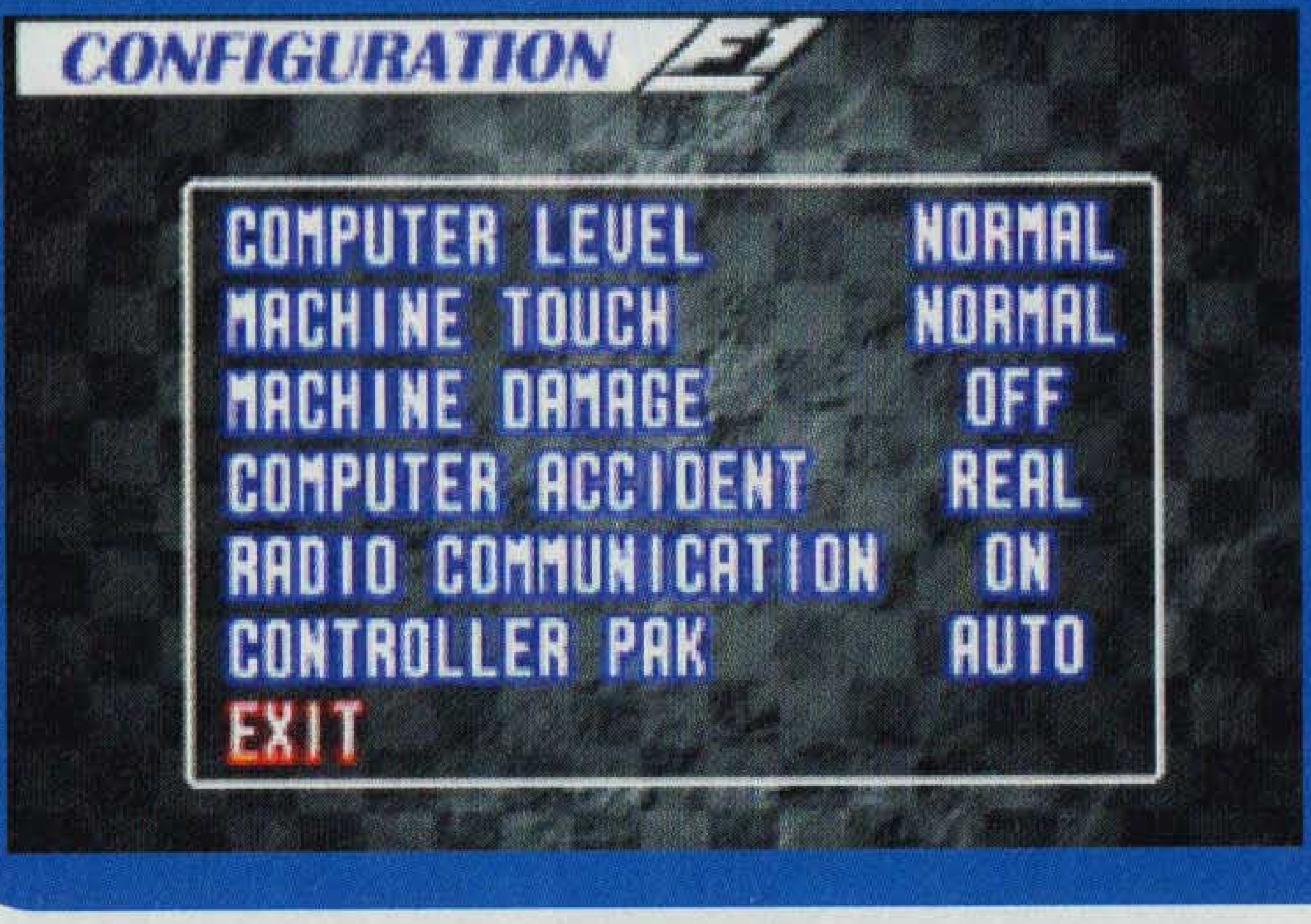
***CONTROLLER:*** *Here you get to choose your control set-up. 'Super NES' has you using the D-pad and buttons; 'Left' gives you the D-pad for steering and, weirdly, the analogue stick for accelerating and braking; 'Right' is the default, and by far the best, with the analogue stick for steering; and 'Steering wheel' is suitable for one of the many wheels that're appearing on shop shelves.*

***FILES:*** *Loads and saves your current championship position. (N.B. When it says 'Data save' between races it's NOT saving your position, just your lap times. That little discovery caused some some raised voices here in the* **N64** *office.)*

## THE RIGHT OPTION

One of the things Ubi Soft haven't done is move the main options from their typically easy Japanese default settings. Be sure to change them up before you start your first game.

**Computer level:** Bump this up at least to 'Normal', or you'll find yourself driving at six times the speed of all the other cars.
**Machine touch:** As far as we can make out, this is how difficult it is to slide past other cars. Move this to 'Normal' too, we should.
**Machine damage:** How much damage your car takes if you hit someone else or go off the road. Ordinarily we'd have no hesitation in recommending you stick this on 'Normal' too, but given how hard it is to negotiate corners in *Pole Position* maybe 'Off's best.
**Computer accident:** Leave this on 'Real', and laugh at the misfortune of the CPU's cars.
**Radio communications:** We defy you to resist turning off Annoying Bloke in the pits.



CONFIGURATION

```
COMPUTER LEVEL          NORMAL
MACHINE TOUCH           NORMAL
MACHINE DAMAGE           OFF
COMPUTER ACCIDENT        REAL
RADIO COMMUNICATION       ON
CONTROLLER PAK           AUTO
EXIT
```

crashing. *F1 Pole Position*, on the other hand, gives you absolutely no help at all with getting around corners. Not even a little 'left' or 'right' arrow.

And the other thing *Grand Prix 2* does is let you know how far you're pushing your car's grip by making the tyres squeal louder as you reach the limit, so you can judge when you're taking a bend at the optimum speed. *Pole Position* does have tyre squealing, but it doesn't seem to bear much relation to what your car's doing, so cornering is all a matter of guesswork.

So far too much time is spent ploughing into gravel and richocheting off walls, doing your car no good at all if you've got 'Machine Damage' turned on. What you really want to be concentrating on is pulling off exciting overtaking manoeuvres and witnessing spectacular crashes, but none of that ever seems to happen – not when any of us were racing at least.

## Shiny clappy people

Ubi Soft have put some work into the game during its transformation from *Human Grand Prix* into *F1 Pole Position*, aside from just sellotaping an FIA licence onto it. The sound effects have been tweaked, reducing the volume of the swarm-of-bees crowd and adding some not-terribly-convincing crunches and squeals, and the voice over the radio supposedly makes more sense (although his ten or so comments still grow repetitive within seconds, especially "You're way out front!"). Textures have been touched up so the crowd doesn't 'glisten', and pop-up has supposedly been reduced (but we couldn't see any difference – the tunnel at Monaco still contructs itself as you speed through it, making it impossible to judge when you're about to emerge from the end at 200 Mph into the slow chicane). But, though the PAL version's speed is fine, they haven't done anything about the 'letterbox' display: the borders have actually grown bigger.

*F1 Pole Position* is a solid enough game, and once I'd dabbed away the initial tears of disappointment I started to have fun with it. But the N64 is capable of producing the ultimate Formula 1 simulation – something that's as far ahead of *Grand Prix 2* and the PlayStation's *Formula 1* as they're ahead of Ubi Soft's game. Let's just hope someone like Psygnosis is already on the case.

**JONATHAN**

**6 VISUALS**

Would have looked brilliant a few years ago, but *F1* looks merely functional now.

**4 SOUNDS**

Annoying announcer and sound effects that never really seem to 'gel'.

**3 MASTERY**

There's nothing here that couldn't be done on any other console.

**7 LIFESPAN**

With every Formula 1 circuit and a range of difficulty settings, this ought to last for ages. No multi-player mode, though.

**VERDICT**

A workmanlike Formula 1 game. Our N64s are capable of so much more, though.

**71%**

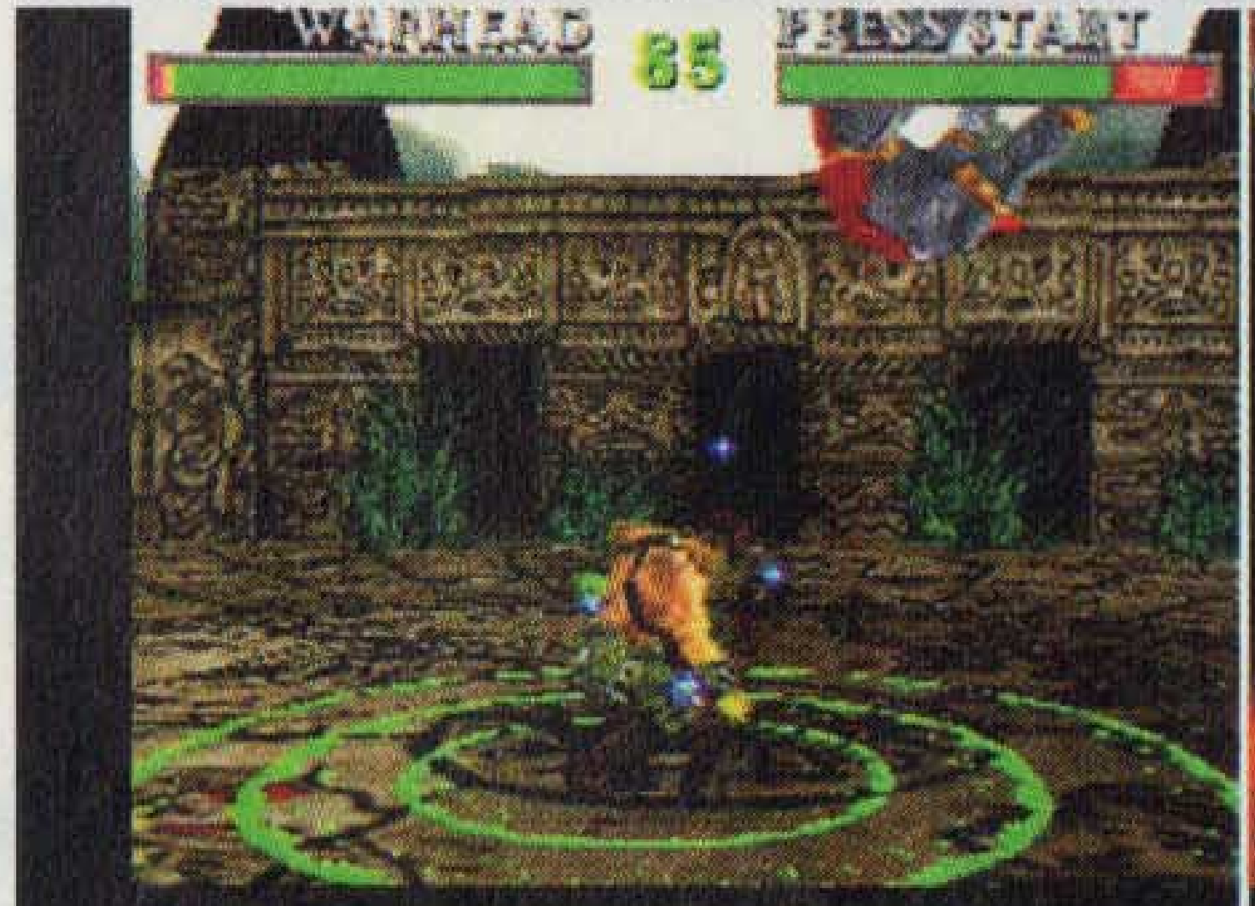
**FACTION!**
Anubis is the only actual deity in the game. He was the Egyptian god of the dead, and was responsible for ferrying the souls of the departed to their final destination. The only other character that bears any direct resemblance to a known supernatural entity is Vallah, who is a loose take on Brunhilde, chief of the Valkyries, a 'posse' of shield maidens who accompanied slain Norse warriors to Valhalla (Norse heaven). So now you know.

# WAR GODS

## Dale Winton vs John Inman in the first international pomade-flicking championship!

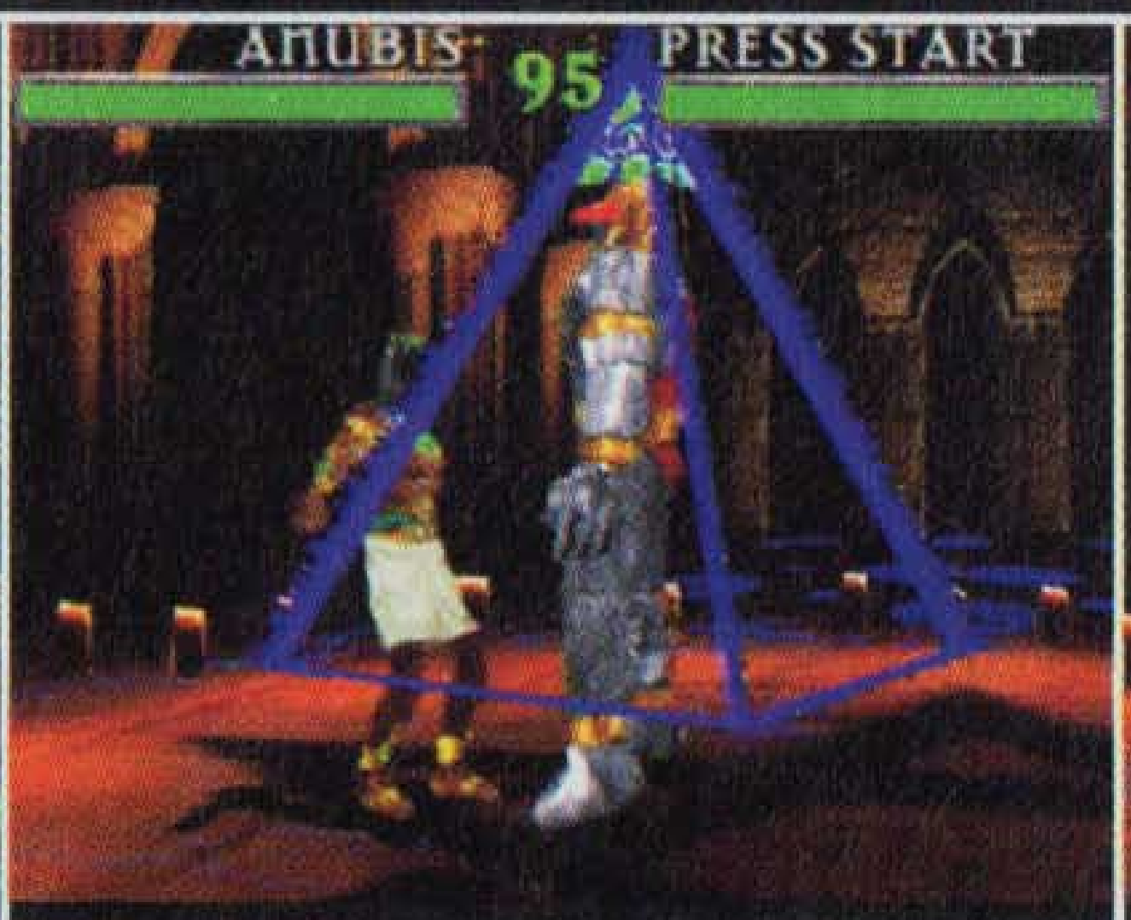
## THE MOST SPECIAL OF THE SPECIAL

Each character has, of course, a variety of special moves. You'll find them all listed in our review of the American version in **N64**/4. Here, meanwhile, are some of **N64**'s personal favourites. There's one for each character..



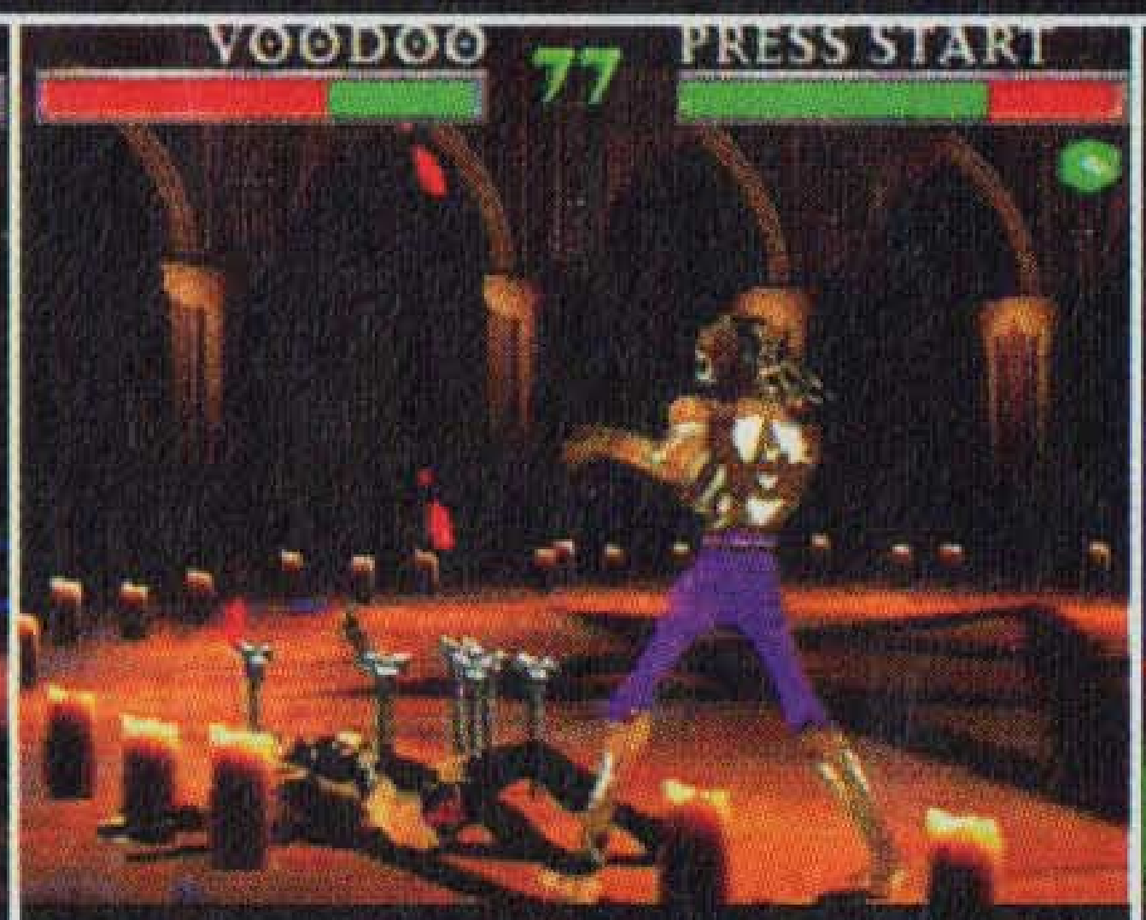
**WARHEAD'S QUAKE PUNCH**
*A sort of earth-quaking ground stomp move. Causes your opponent to fall over as if drunk*

*Tap: (3D Button) B, D, F, HP*



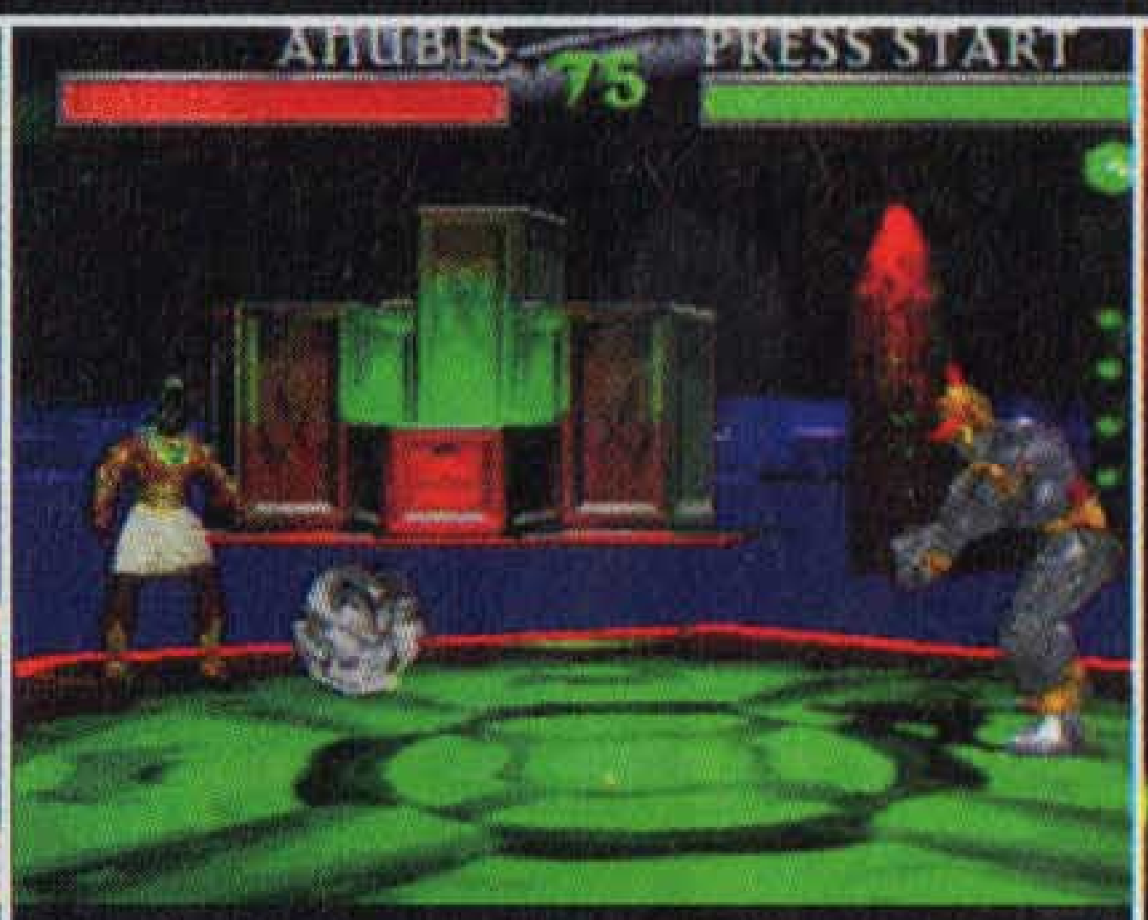
**ANUBIS'S PYRAMID CONTAINMENT**
*Throws a big blue pyramid around your opponent , er, containing him/her. Useful at parties.*

*Tap: D+P, LP*



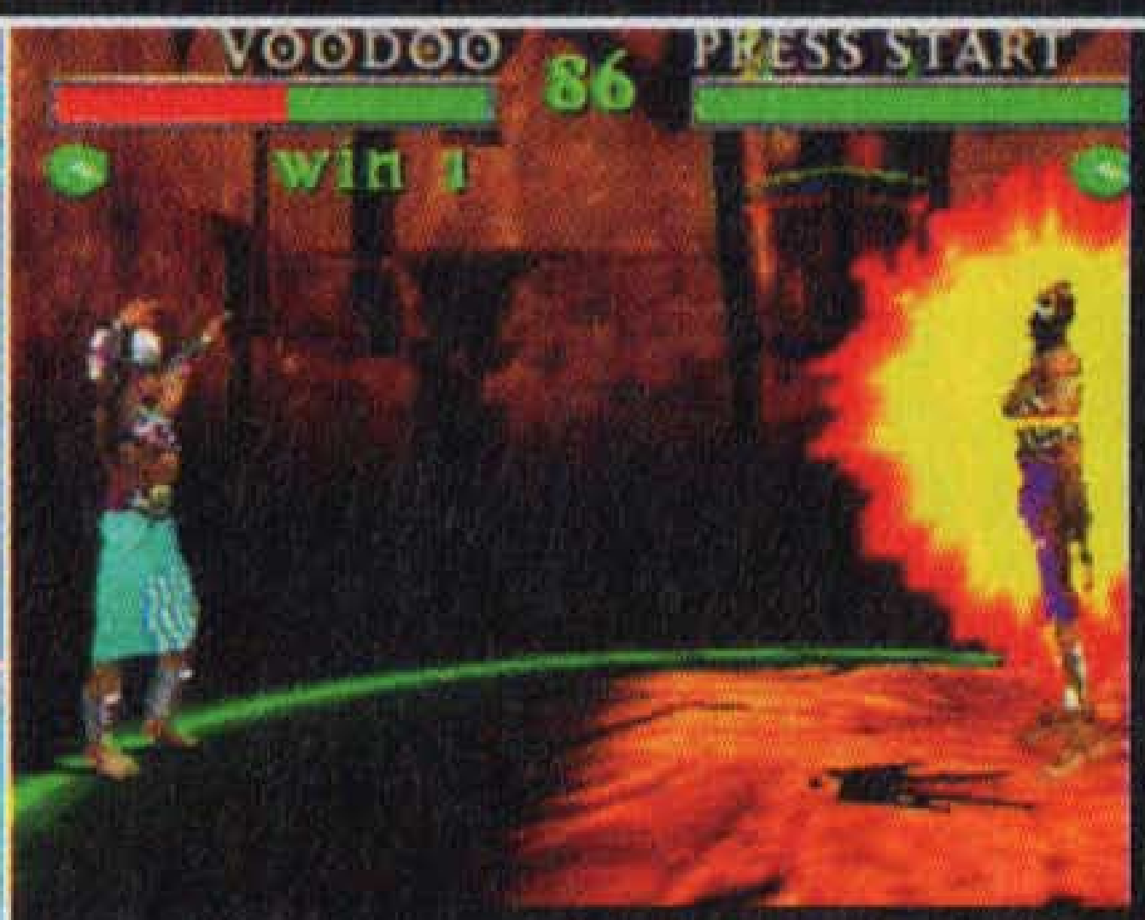
**VOODOO'S NAILDOWN**
*Summons up some heavenly nine-inchers to rain down on your more-than-a-little-surprised opponent. Hurts like a good 'un.*

*Tap: (3D Button) B, D, F, HP*



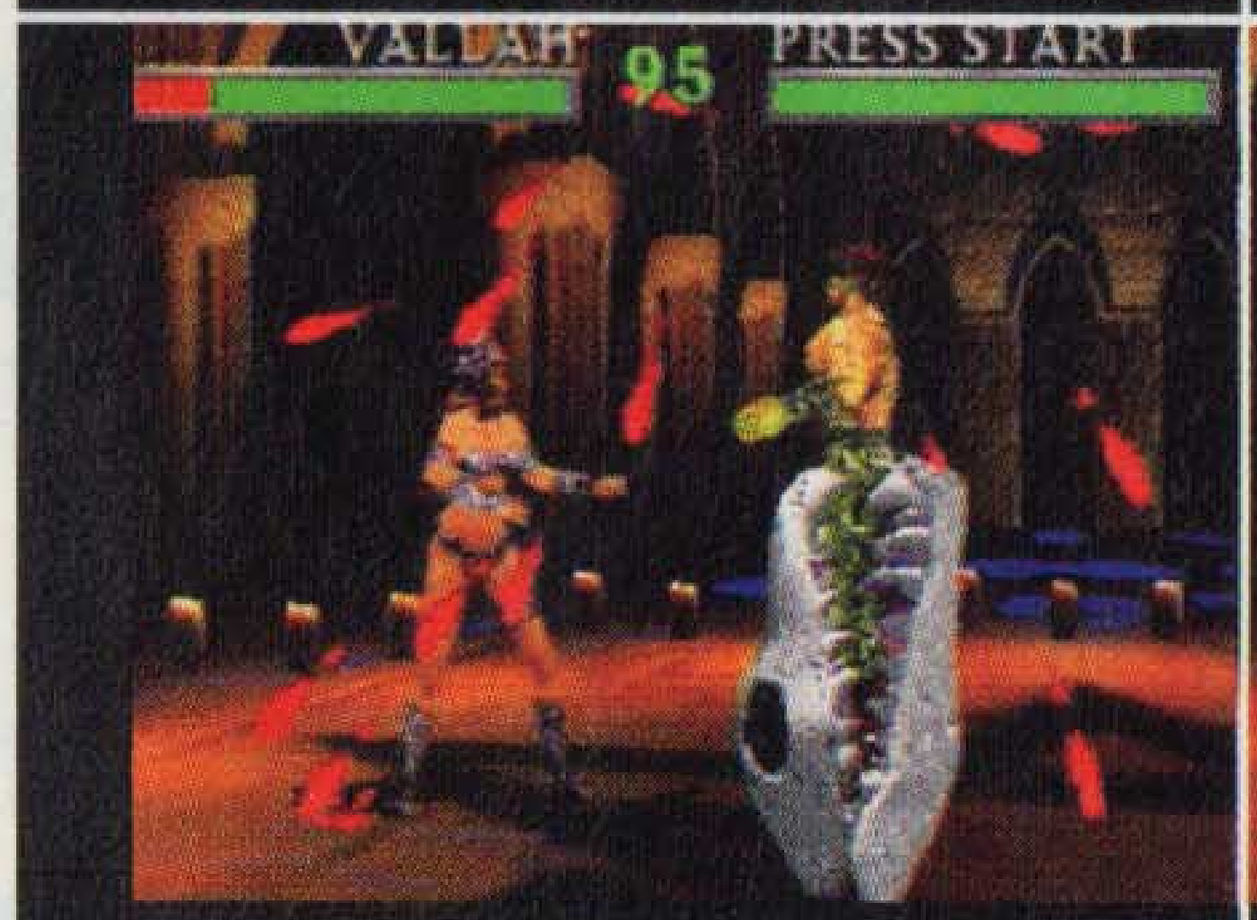
**TAK'S ROCK CRUSH**
*Produces a boulder as if from nowhere and hurls it ten-pin style at your hapless enemy. Laugh as their ankles snap.*

*Tap: D, B, HP*



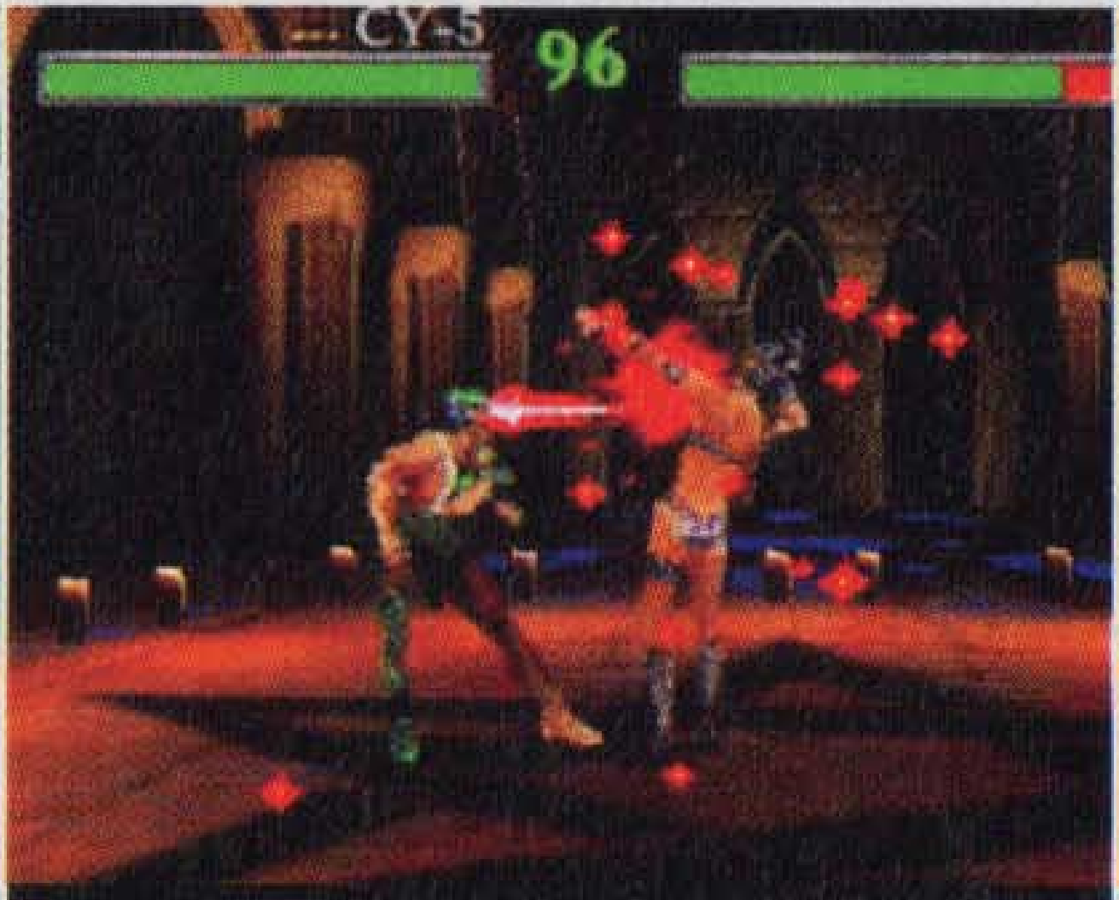
**AHUA KIN'S SUNBURST**
*As if naplam's his speciality, Ahua Kin sets light to the chaps he doesn't like with this one. Warms his hands on their glowing flesh. Nice.*

*Tap: B, F, LP*



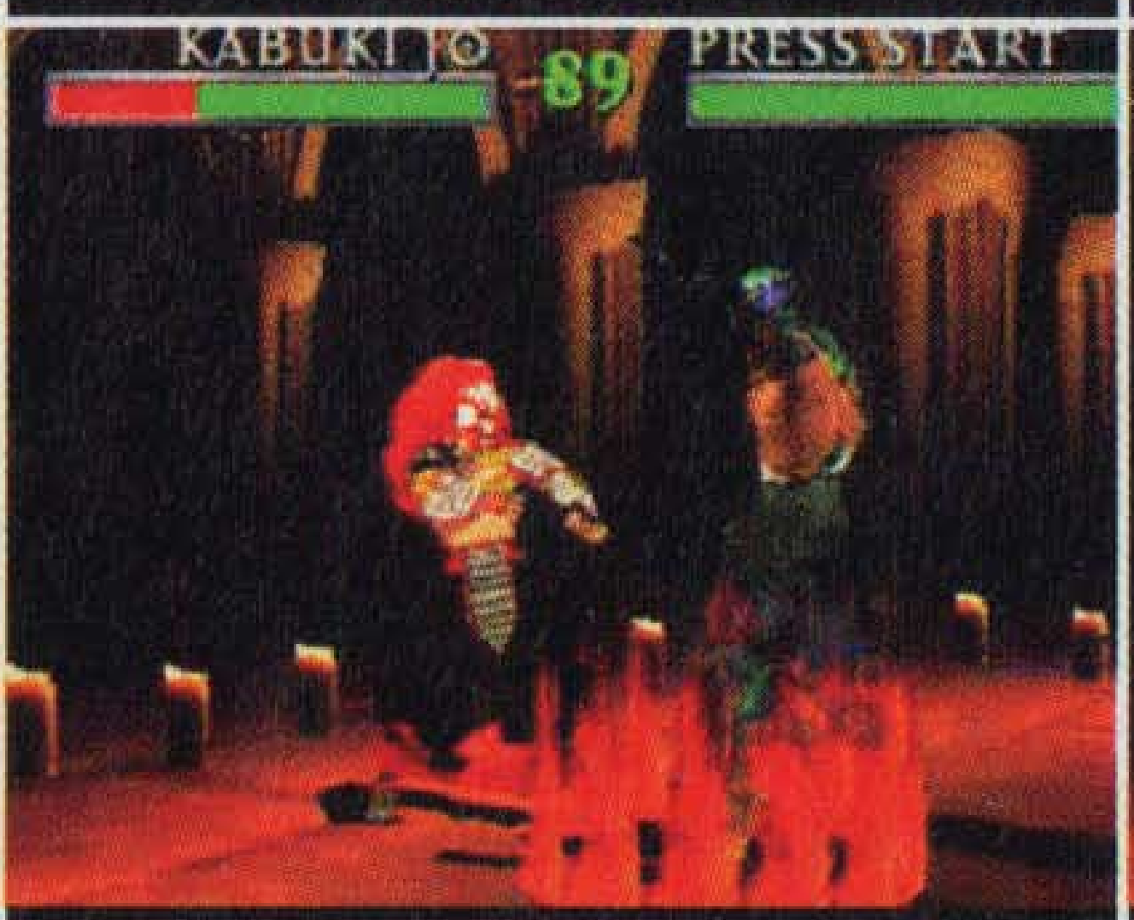
**VALLAH'S DRAGON TRAP**
*Hysterical containment move which sees matey boy/girl pinned in the jaws of some long-dead reptile. Punch them then for fun.*

*Tap: F, D, P, HP*



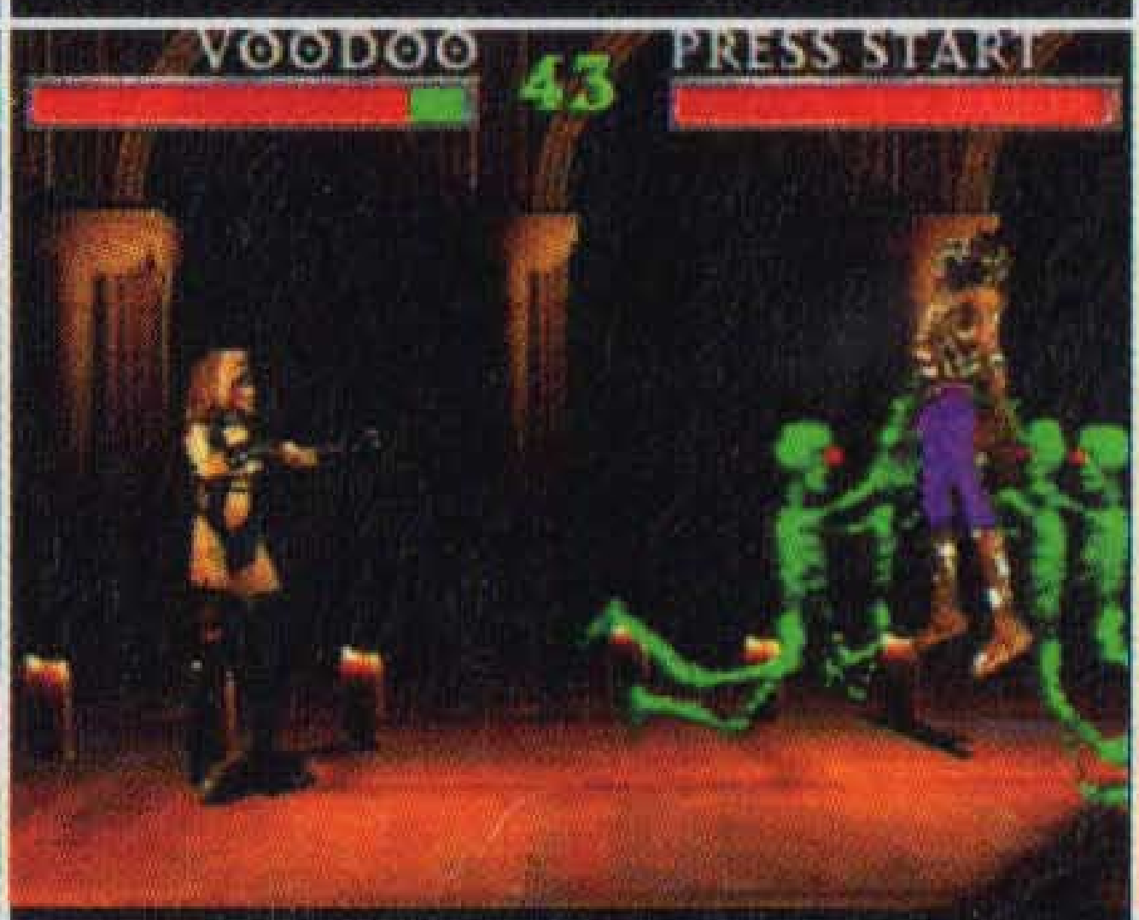
**CY5'S LASER**
*Ever wanted to shoot people with a laser mysteriously emanating from your forehead? This is your chance!*

*Tap: B, D, F, LP*



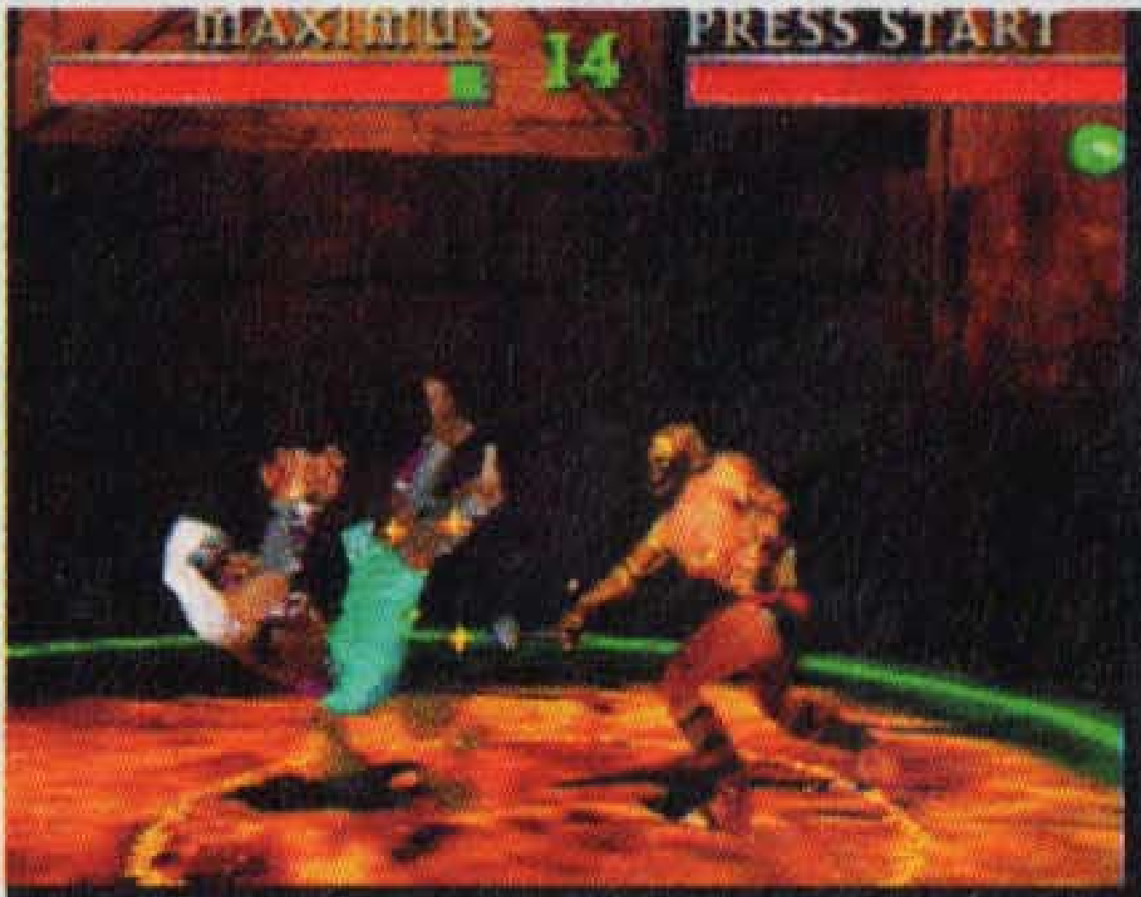
**KABUKI JO'S FIRETRAP**
*Set fire to your enemy's ankles with this one. The number of socks these War Gods get though – M&S must be rubbing their hands.*

*Tap: (3D Button) B, D, F, HP*



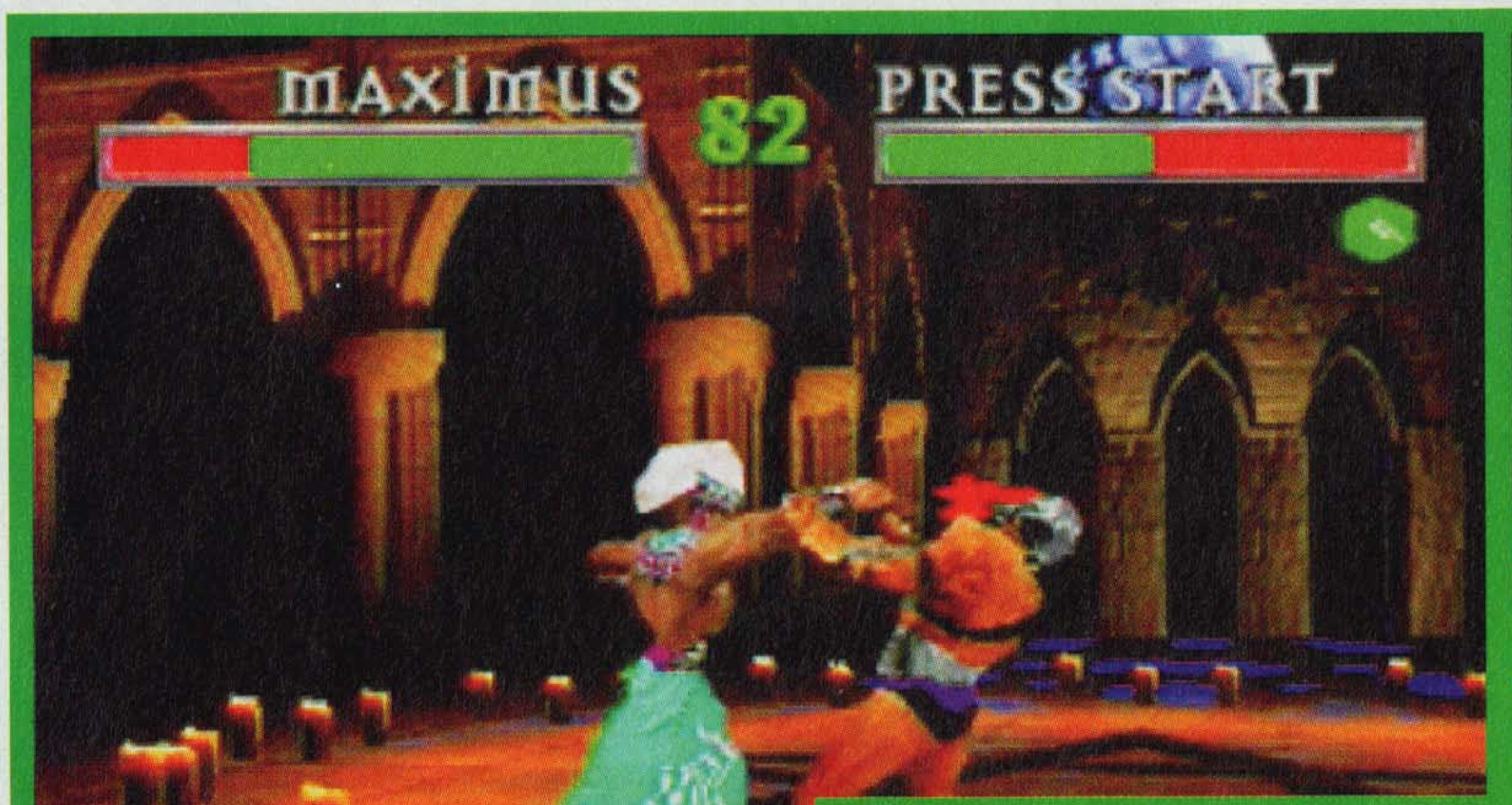
**PAGAN'S SKELETON TRAP**
*A bunch of skeletons turn up and 'contain' your opposition. Punch away! It's now risk free.*

*Tap: B, D, F, LP*

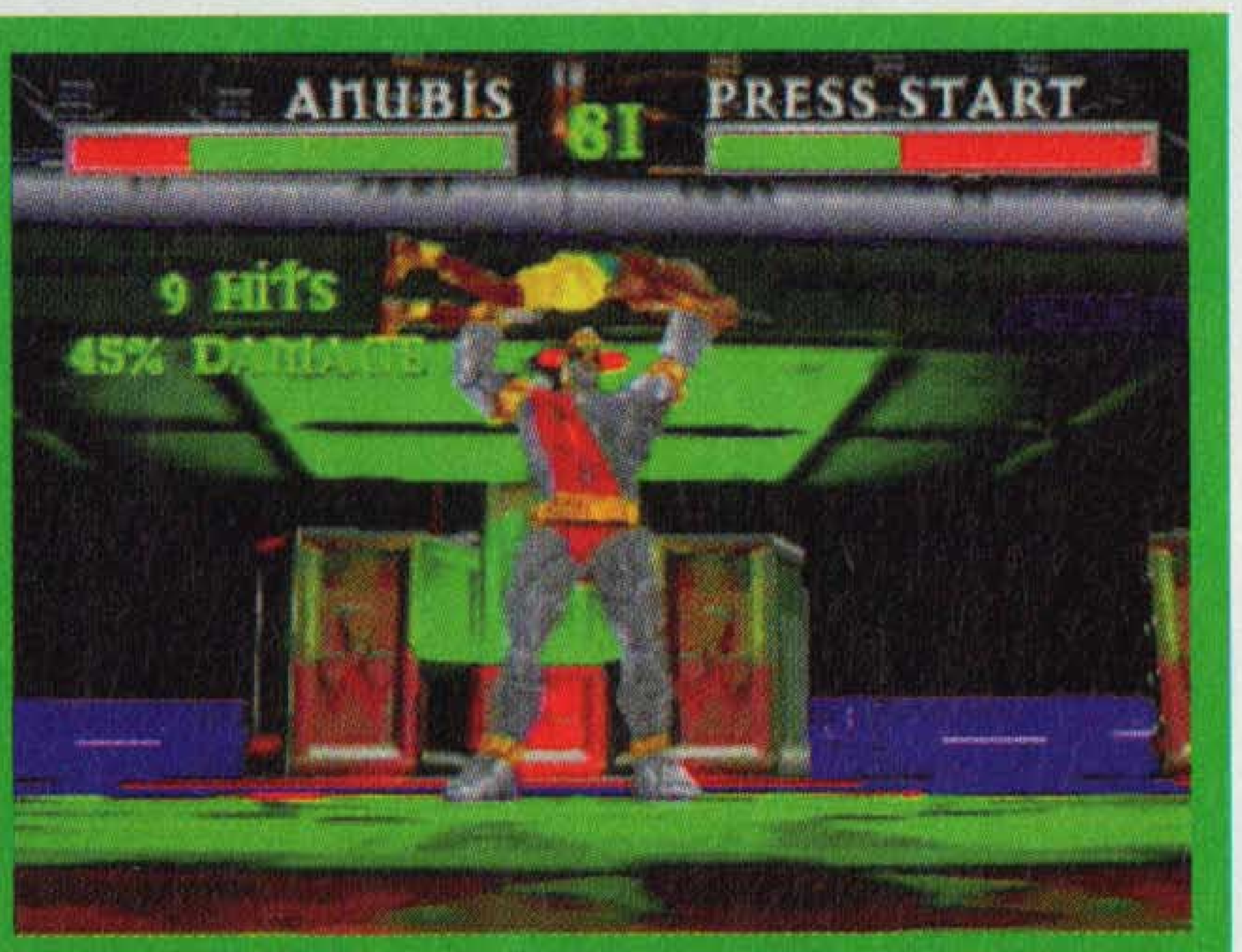


**MAXIMUS'S SHOCKWAVE**
*Stomp on the floor for a bit of enemy footing disuption. In fact, you can spend most of the bout doing this without much interference.*

*Tap: (3D Button) U, D, LP*

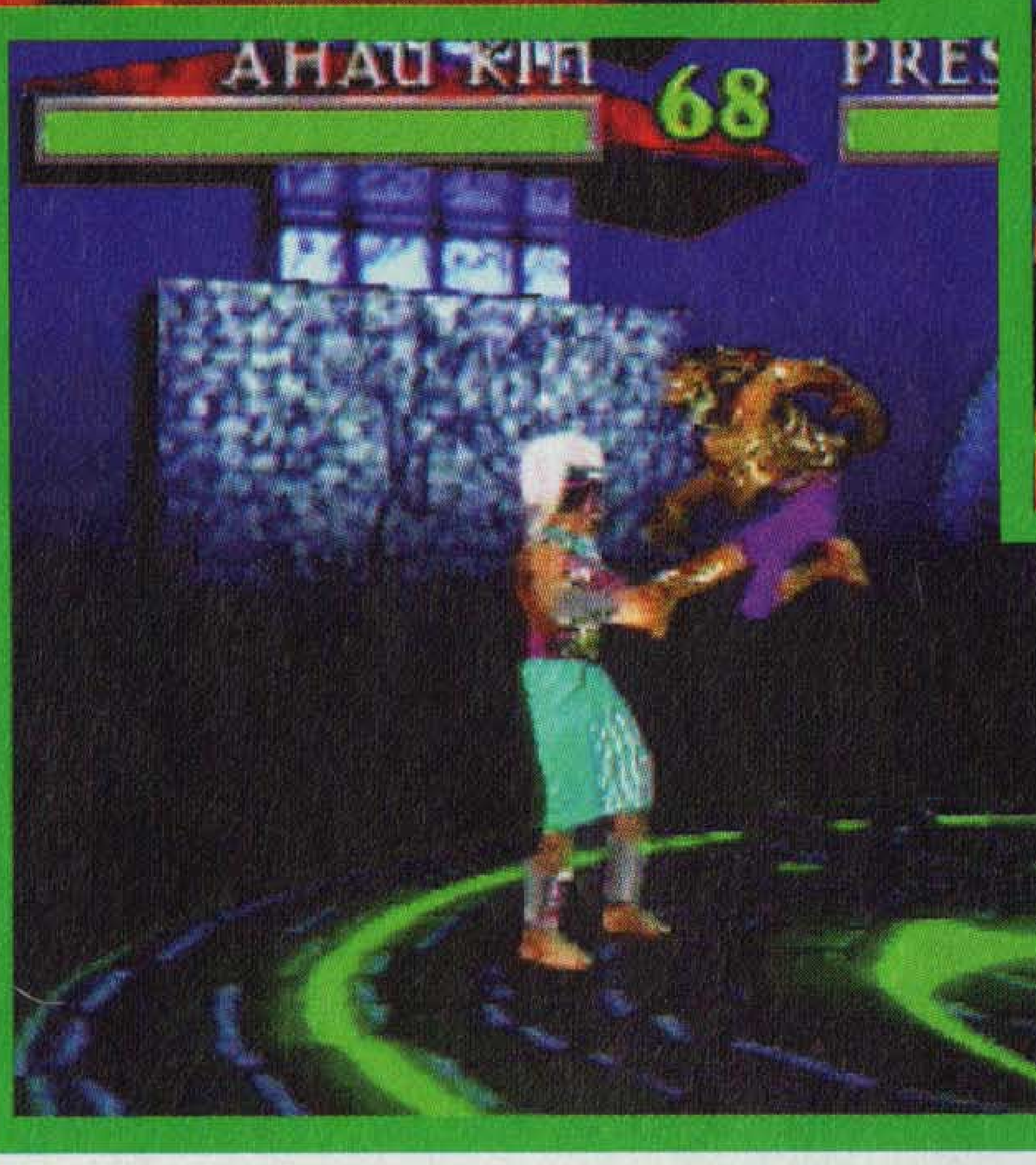


Skirt boy attempts the old 'you'll have someone's eye out with that' manoeuvre.



9 Hits! A combo to be proud of.

A tree? A beehive? A large rucsack? Hmmm.



The battle of the skirts kicks off.

**War Gods**

GT

Out now

64M

1-2

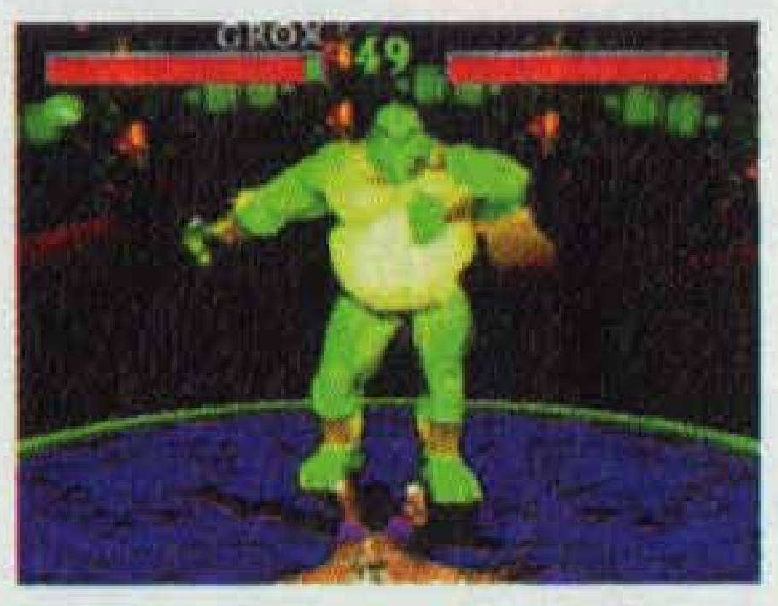
~~troller Pak bac~~

~~cartridge back~~

£60

**BE A BIG GUY**

To play as Grox, one of the two bosses, simply tap Down, Right, Left, Left, Up, Down, Right, Up, Left and Left on the character selection secreen. You'll hear the words "Too easy", and fat boy will be yours for the first round of the tournament.



**SORRY, AGAIN**

Apologies are in order once more, we fear, as we were not able to get hold of a PAL version of *War Gods* in time for the review. As soon as we know what the conversion's like we'll let you know.

**Gods, despite their immortal superbeingness, apparently aren't as cool as we've been led to believe. They don't straddle continents with their mighty boots. They don't stride, strut or swagger. They don't even smite convincingly. Not, it appears they mince around in a dainty fashion, sucking in their stomachs in an effort to appear a bit handy on the cobbles, looking for all the world as if they're about to threaten you with A Nice Cup of Tea. And that's just the first instance of Wrong you'll find in *War Gods.***

The plethora of other Wrongs that *War Gods* is riddled with constitute all that a decent beat-'em-up should never, ever be. There're the same, tired *Kombat*-combos; the lack of fluidity between moves; the blatant telegraphing of intentions that the frantic button-pushing of special moves entails; and, most heinously, it's perfectly possible to beat your opponent by (a) repeatedly using the same move again and again, or (b) bashing any old button completely at random.

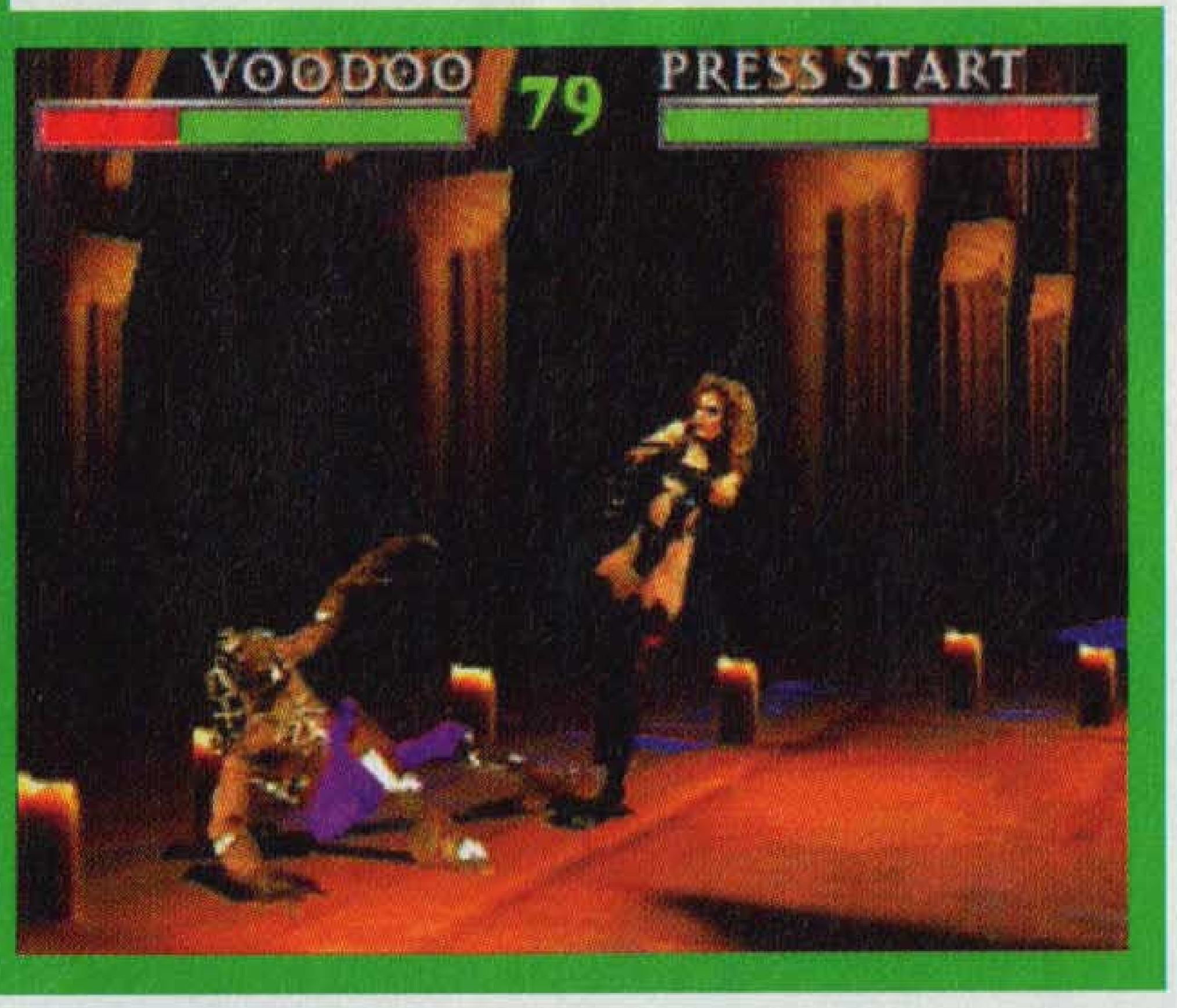
There's no consideration of tactical thought, no beauty or style, nothing to involve you with the supposedly visceral action, nothing we haven't seen a hundred times before.

And those characters. Gods? Peter Duncan's pantomime pals, surely. We're asked to place our faith in the hands of such creatures as Ahua Kin, the man in the skirt, and the infamous Kabuki Joe, a samurai-cum-clown (*A traditional Japanese actor, actually.* – Wil) (*Be quiet.* – Ed) who is under the mistaken impression that parading around with tensed arms renders him 'a bit tasty'. And Pagan, the resident leather-clad dominatrix, seems to have been included solely for her post-victory bosom wobbling celebration. No, no and no. It's odd how the character design is so uninspired considering the obvious classical references Midway have drawn on; only in certain cases – such as Aubis and Voodoo – do the results merit the game title.

This may all sound unnecessarily harsh and unfair, and, indeed, *War Gods* isn't a stinker on the same level as the risible *Mortal Kombat Trilogy*. But extract the chaff – the laughable animation, the worn-out combat system and the gigglesomely portentous music – and the wheat you're left with is a desperately unexciting game. Admittedly, it is quite good fun initially, playing with new characters and conjuring up some splendidly silly moves. Even the vaunted 3D movement isn't quite the concession to modernity you'd believe. But the novelty soon dissipates. We've already had our fair share of sub-standard beat-'em-ups on the N64; we don't need yet another. In designing for such an advanced machine as the N64, there's no bigger crime than mediocrity. It really beggars belief that, with this this level of hardware available, no-one has yet managed to drag the beat-'em-up out of the quagmire.

They say that when belief in a god dies, the god dies as well. Yet despite several hours pointedly ignoring *War Gods* (risking some very strange looks from Jonathan), it still hasn't disappeared, and Warhead's slightly too-tight combat trousers are taunting me unsettlingly.

KABUKI JO
99
BEGIN!



**6 VISUALS**

Yes, believe what you've heard. It's *Mortal Kombat 3D*.

**4 SOUNDS**

Overly serious dirges and a basso-profundo Marlboro Man doing the voiceover.

**4 MASTERY**

A criminally N64-untroubling waste of moulded plastic.

**1 LIFESPAN**

Birth to death in microcosm; once you've sampled all the characters 'delights' you'll feel bored and cheated. (*A précis of real life indeed.* – Ed)

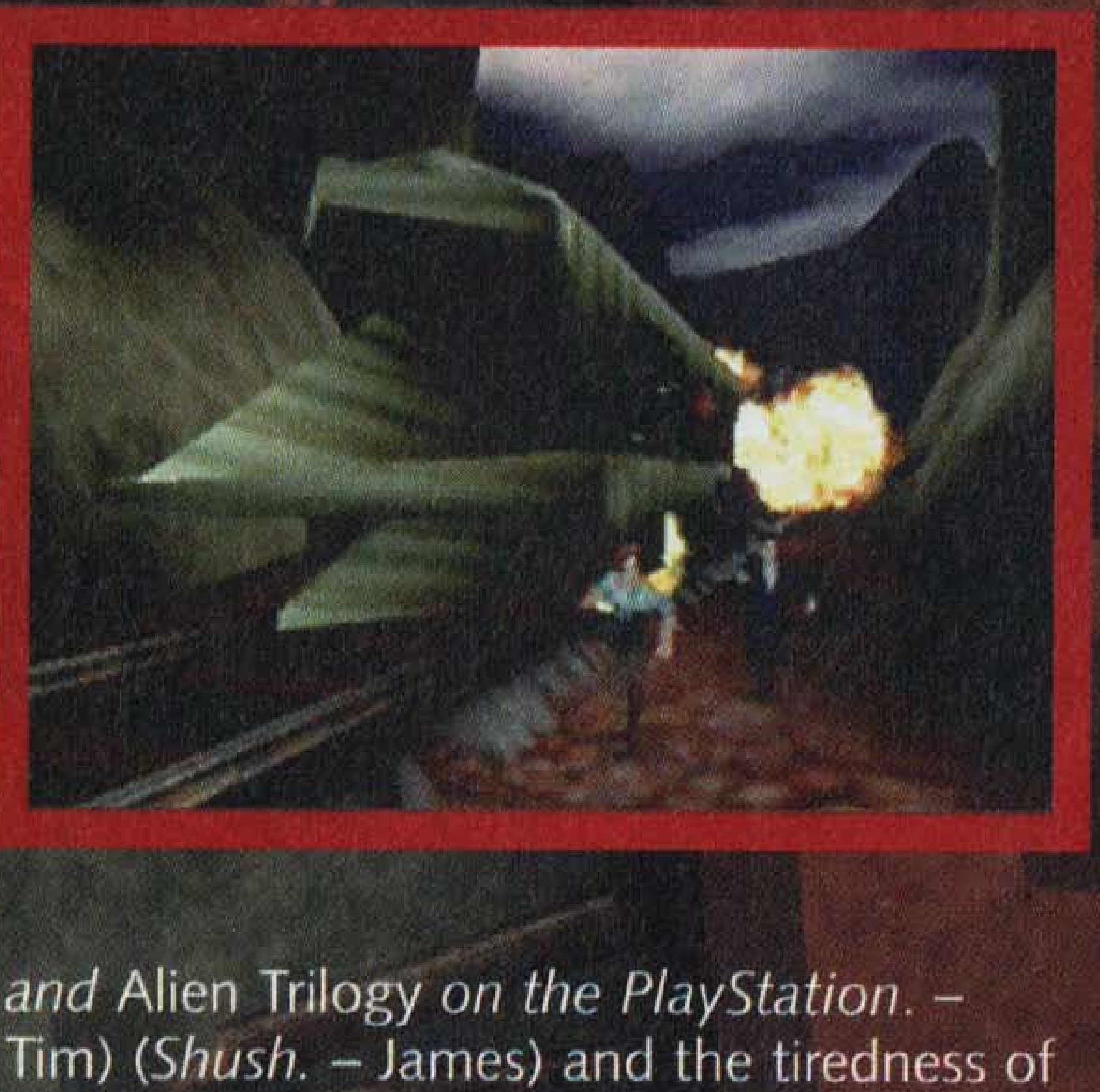
**VERDICT**

A paragon of money-for-old-(3D)-rope.

**46%**

From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

# IMPORT ARENA



# GOLDE

## Ah, Meester Bond, we've been expecting you.

**GoldenEye 007 mental recipe: Think of the best *Doom* game you've ever played. Thinking that? Right. Now think of all the things you've wanted to see in a game/ film tie-in but never have. Mix the two. Now take all the excitement you've ever experienced watching a James Bond film, and stir in all the things you've watched him do and really wished you could have had a go at. Still with me? Good.**

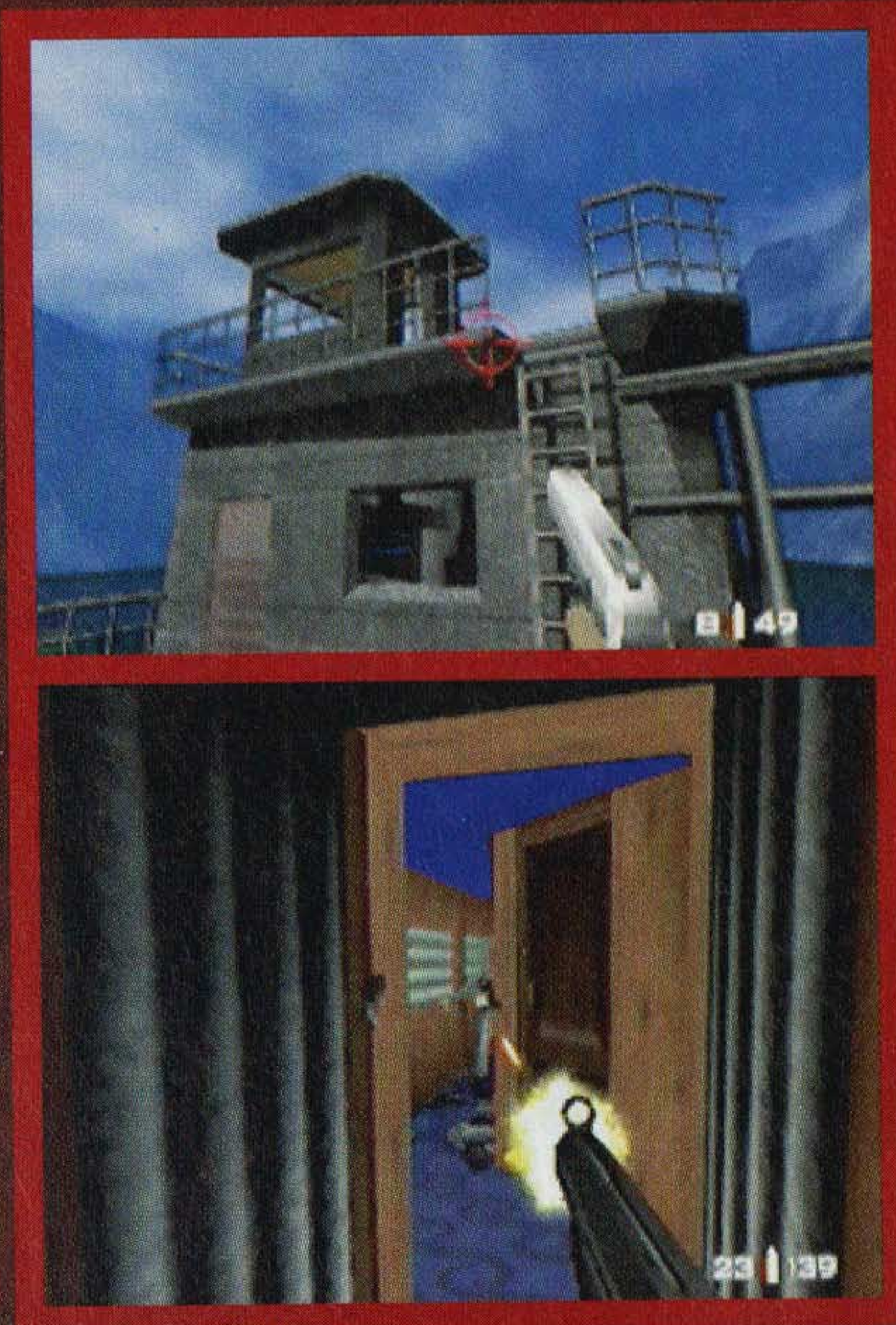
Right, now dissolve all the doubts you had about the size of carts, the crapness of every film-licensed game that's ever existed (*Apart from* Robocop 3 *and* Hudson Hawk *on the Amiga.* – Ed) (*And* Die Hard Trilogy *and* Alien Trilogy *on the PlayStation.* – Tim) (*Shush.* – James) and the tiredness of *Doom* games in general and discard. Take remaining youthful core of innocence and love of computer games and leave to rise. Prepare large gap in social schedule, sit back and enjoy the finest first-person game since Id Software invented them.

We've only got six pages to review *GoldenEye*, and that's just not enough to do the game justice. (Rest assured, when it arrives in the UK in November we'll dissect it in frightening detail.) Just as we finish writing about one bit we love, another forces its way to the front and demands attention. It's hard to think of anything bad to say to balance things out, either. 'Eventually it will be over and there'll be nothing more to do.' Apart from the four-player death match. You see? Damn.

We've had *GoldenEye* in the **N64** offices for a couple of days now and we've just managed to get to the final level on the easiest setting. Ahead of us lie two more difficulty levels, two hidden levels, a hidden difficulty setting, a level editor and a whole hatful of cheats and rewards. We've hardly scratched the surface, in other words. When the UK version comes around we'll be ready. Until then, this is a record of what we've managed to achieve so far.

# NEYE 007

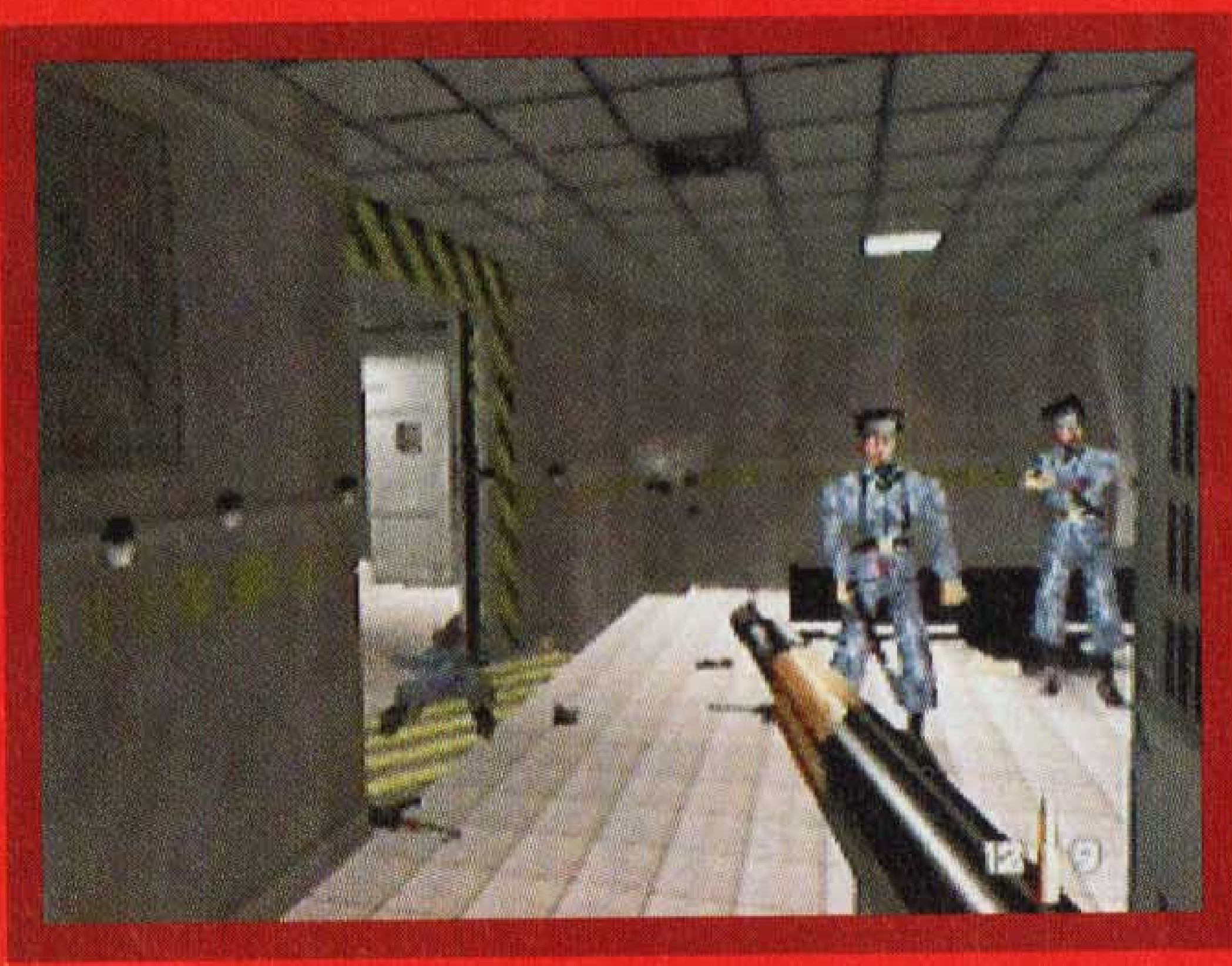
## THE MAN WITH THE GOLDEN GUN



In each of your missions, Bond will be pre-equipped with a certain amount of MI6 standard equipment. His main side-arm is the Walther PP7 – either silenced or full-muzzle – along with maybe a DK Deutsche high-velocity machine gun for some of the later levels. However, whenever Bond disposes of an enemy, the gun they were carrying becomes available to pick up. This leads to some fantastic variation in your shooting repertoire, as well as some subtle gaming touches. In missions where stealth is important, holstering a silenced weapon in favour of something with noisy rapid fire capabilities can attract unwanted attention. From being able to wander around largely unimpeded, you'll soon find a host of baddies rushing to find out what the fuss is all about.

However the single best thing about all the weaponry in *GoldenEye* is the telescopic sight fitted to the sniper rifle, KFV Soviet and AR33 assault rifle. Pressing a shoulder button with any of the weapons brings up a manual gun sight (to replace the default automatic aim), but with either of the above weapons selected it also causes Bond to zoom in on his target. In the case of the silenced sniper rifle, you can take out enemies way off in the distance – get in a head shot and they'll not even know what hit them. Literally. Anyone's who's fired a sighted rifle will know how perfectly Rare have captured the experience, right down to the exaggerated sway of the sight as you try to hold the gun as steady as possible. Every *Doom* game on every games system from now until the end of time will have a telescopic feature. It's an obvious addition in a way and brilliant fun to use – it just took Rare to think of it first.

What else to add while we're on a weapon theme? Well, if Bond picks up more than one of a certain weapon, he can fight with one in each hand, John Woo style. Okay, it's not particularly 'James Bond', but a couple of **N64** favourites are two-handed pistol fire with twin DD44s and some rapid-fire Uzi action with twin Soviet ZMGs.



| | | |
|---|---|---|
| **GoldenEye 007** | | |
| NINTENDO | | |
| Out now | 96M | 1-4 |
| November | ~~troller Pak back~~ | On-cartridge back-up |
| $60 (Approx £45) | | |

N64 MAGAZINE STAR GAME

**WALTHER PP7**
Bond's standard side arm. Seven-shot magazine. Good stopping power, excellent at close range, often fitted with silencer.

**DD44 DOSTOVOI**
A Soviet automatic pistol carried by army officers. Eight-shot magazine. Accurate and powerful at short range, noisy, no silencer.

**KLOBB**
Czech automatic pistol. Nine-shot magazine. Extreme stopping power, inaccurate at long range, no silencer.

**KFV SOVIET**
Kalashnikov machine gun, standard issue to Soviet troops. 30-shot magazine. Low power magnifying sight, low rate of fire, reasonable stopping power.

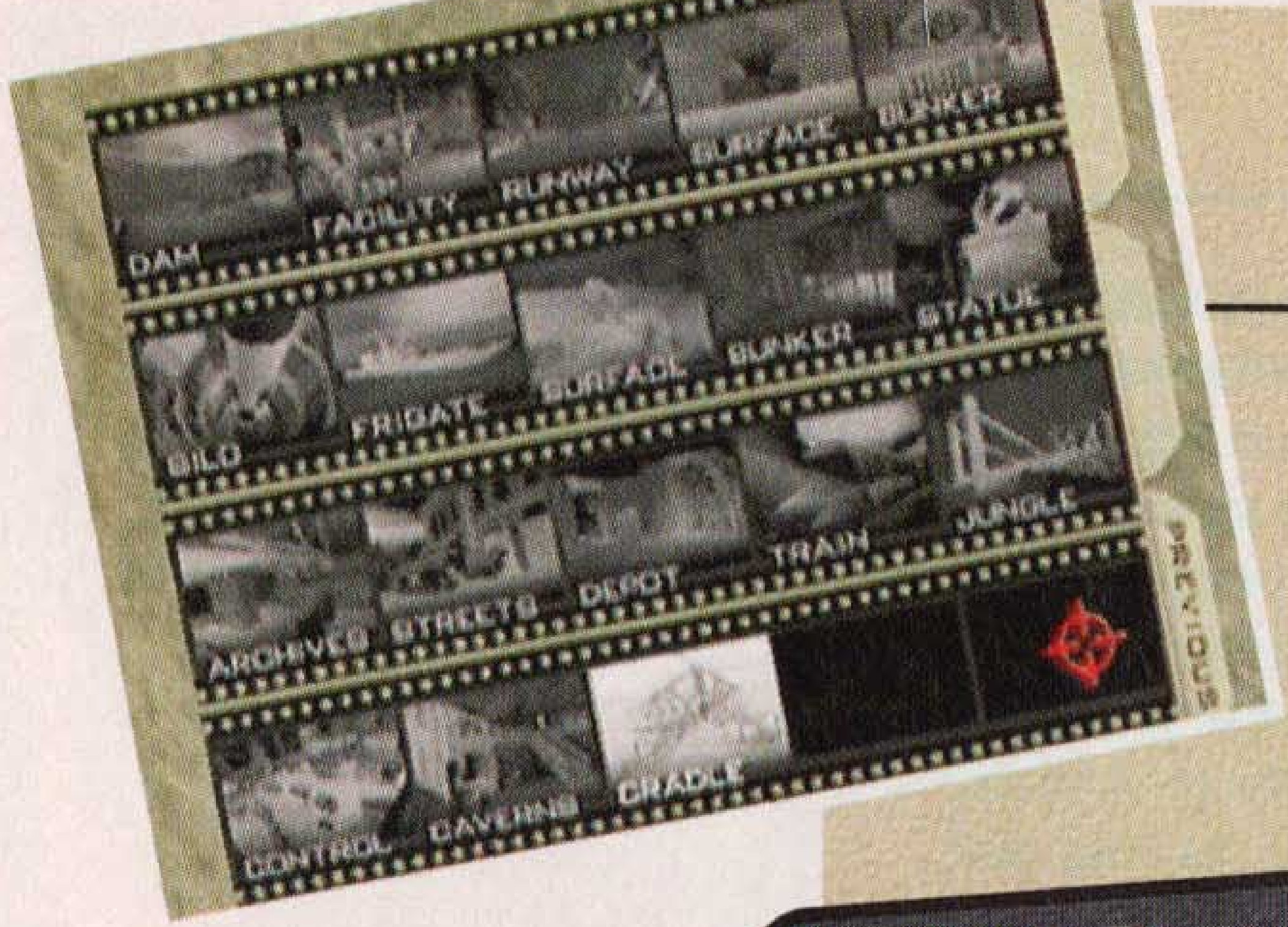
**ZMG 9MM**
Rapid fire hand held machine gun. Extremely high rate of fire. Medium stopping power. Inaccurate over long distances.

**SNIPER RIFLE**
Eight-shot silenced rifle with telescopic sight. Extremely accurate, silent and powerful. Useless for close-quarters work.

**PHANTOM**
Sub machine gun copy favoured by terrorist organisations.

**AUTOMATIC SHOTGUN**
8-shell automatic action. Devastating at close range, inaccurate at distance.

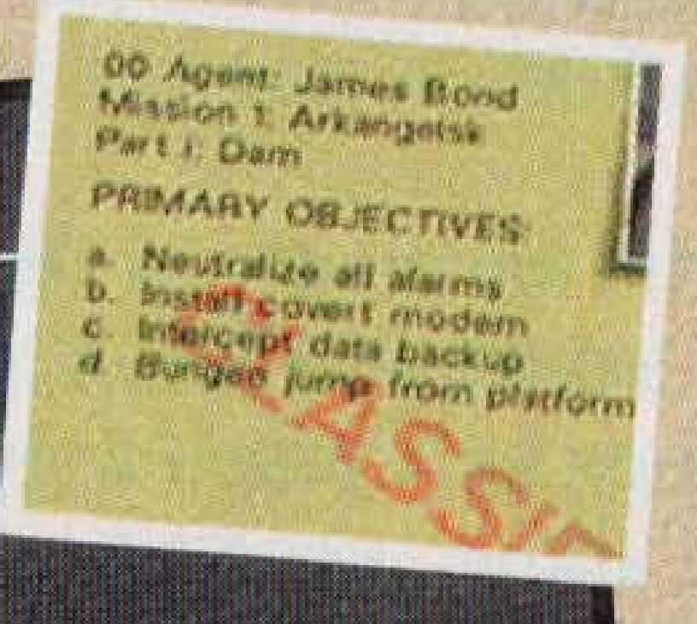
GO! GO!



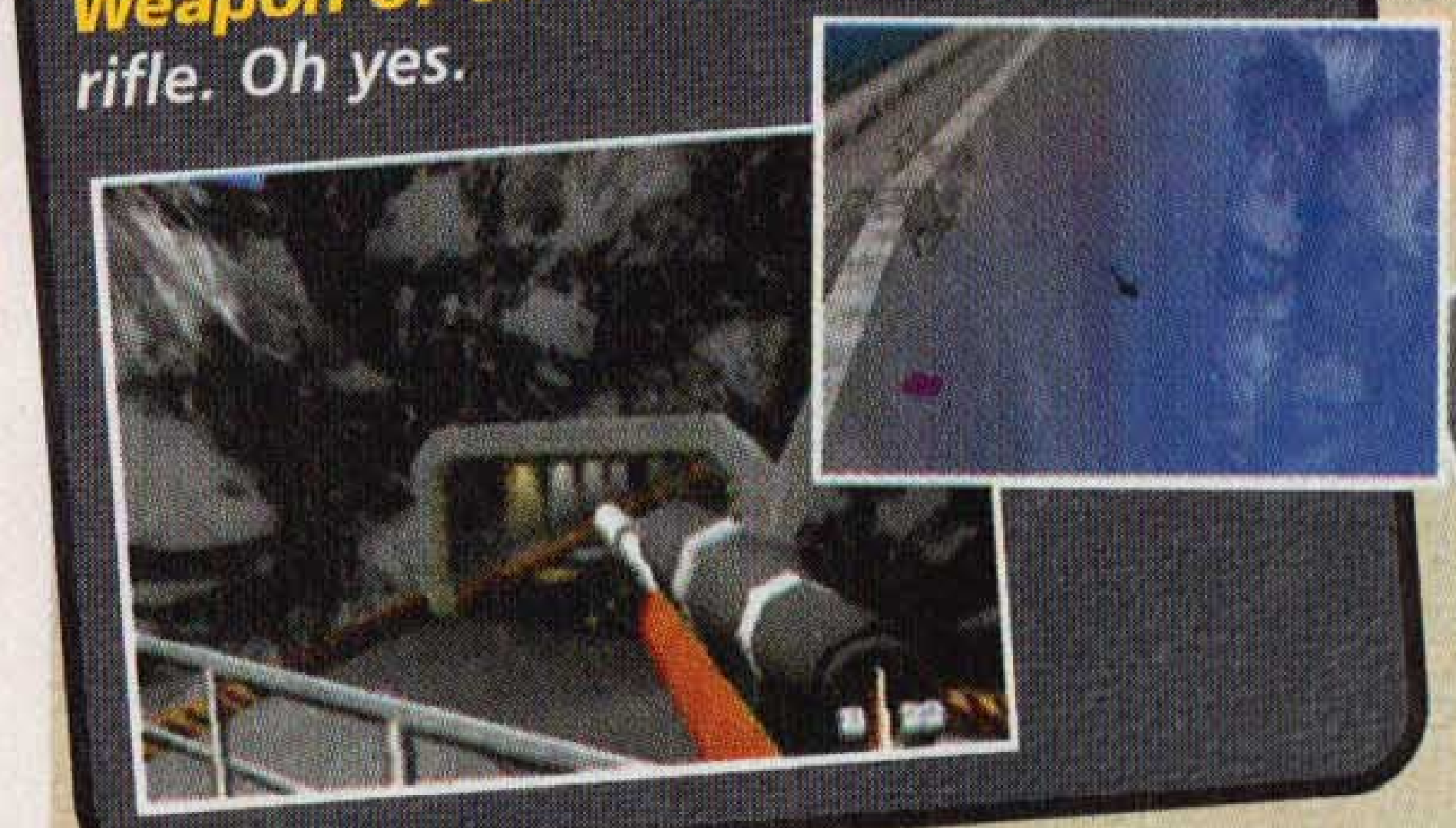
# NOW PAY ATTENTION, BOND...

In each level of *GoldenEye* Bond has a specific set of tasks to achieve before he can move on to the next mission. When you first switch on the game, there are three difficulty modes – Agent, Secret Agent and 00 Agent – which ramp-up the skill you'll need to complete the missions in two distinct ways. Firstly, on harder difficulty settings you might need to accomplish more in a level: neutralise all the alarms on level 1, for example, rather than just bungee jump down from the dam. Secondly, enemy reaction increases from one difficulty level to the next, as does their toughness: on 00 Agent level, only head shots can be guaranteed to put an enemy down and out. When you've beaten all three difficulty levels (each has a different final level), a new, super-difficult mode opens up with a level editor as its final prize.

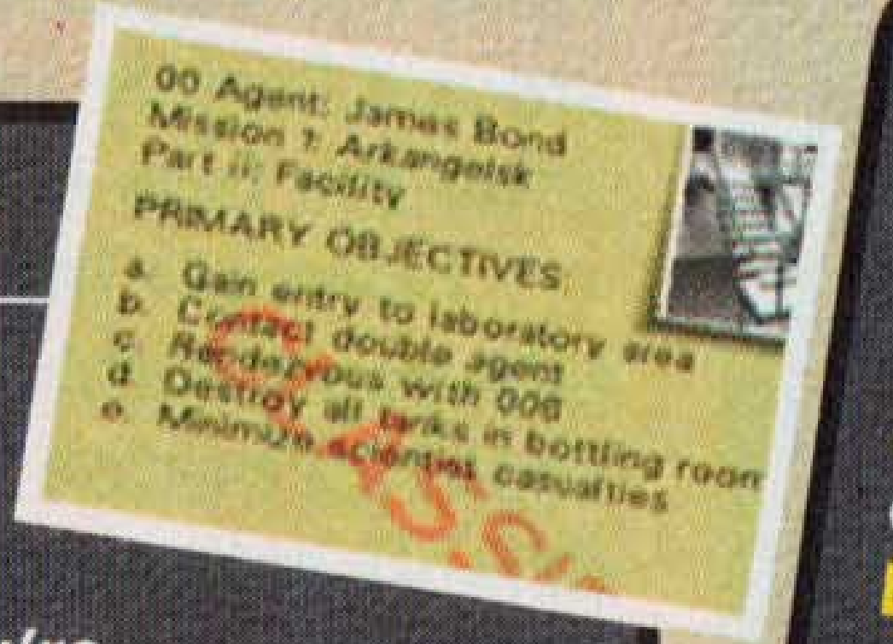
## Level 1: Dam


00 Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam
PRIMARY OBJECTIVES:
a. Neutralize all alarms
b. Install covert modem
c. Intercept data backup
d. Bungee jump from platform

**Best bit:** First use of the sniper rifle – take out the sentries on the dam towers from miles away!
**Hardest bit:** Battling your way through the underground passages without being shot to bits.
**Weapon of choice:** Silenced sniper rifle. Oh yes.

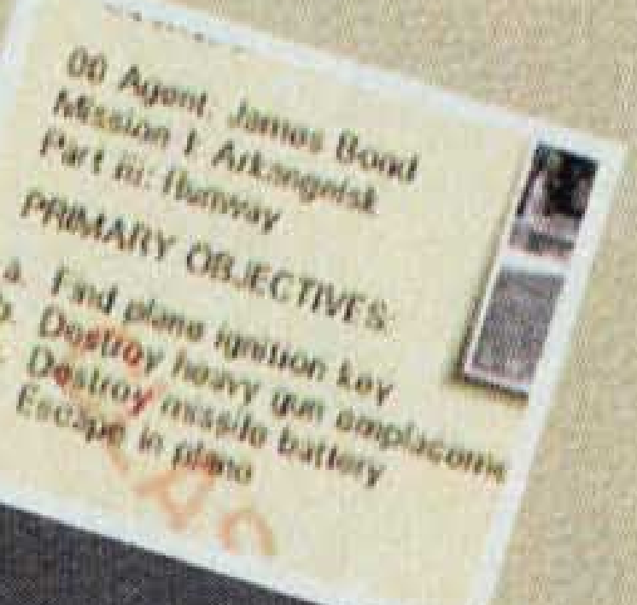


## Level 2: Facility


00 Agent: James Bond
Mission 1: Arkangelsk
Part ii: Facility
PRIMARY OBJECTIVES:
a. Gain entry to laboratory area
b. Contact double agent
c. Rendezvous with 006
d. Destroy all tanks in bottling room
e. Minimize scientist casualties

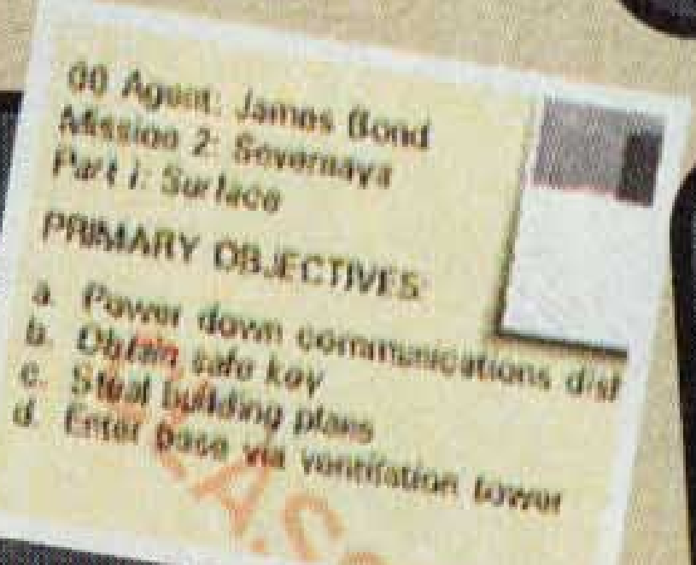
**Best bit:** Shooting the guards on the toilet. Sorry, Mum.
**Hardest bit:** When you're trapped between the two security doors and guards are coming at you from both sides.
**Weapon of choice:** Silenced PP7

## Level 3: Runway


00 Agent: James Bond
Mission 1: Arkangelsk
Part iii: Runway
PRIMARY OBJECTIVES:
a. Find plane ignition key
b. Destroy heavy gun emplacements
c. Destroy missile battery
d. Escape in plane

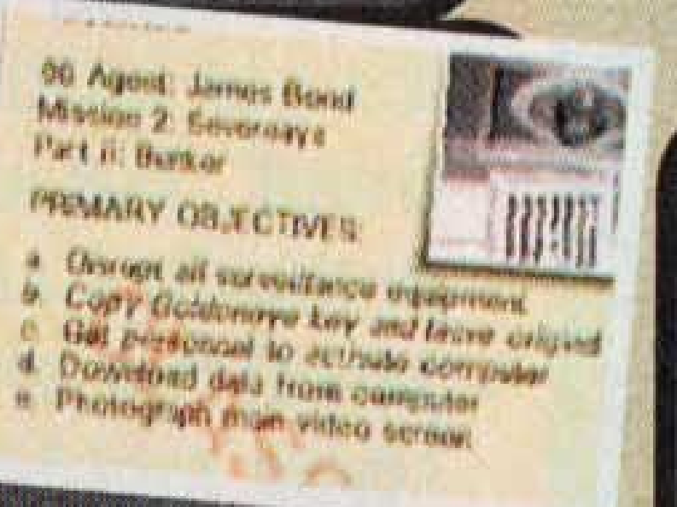
**Best bit:** Driving the tank. Brooommmm!
**Hardest bit:** Taking out the battery.
**Weapon of choice:** The tank

## Level 4: Surface

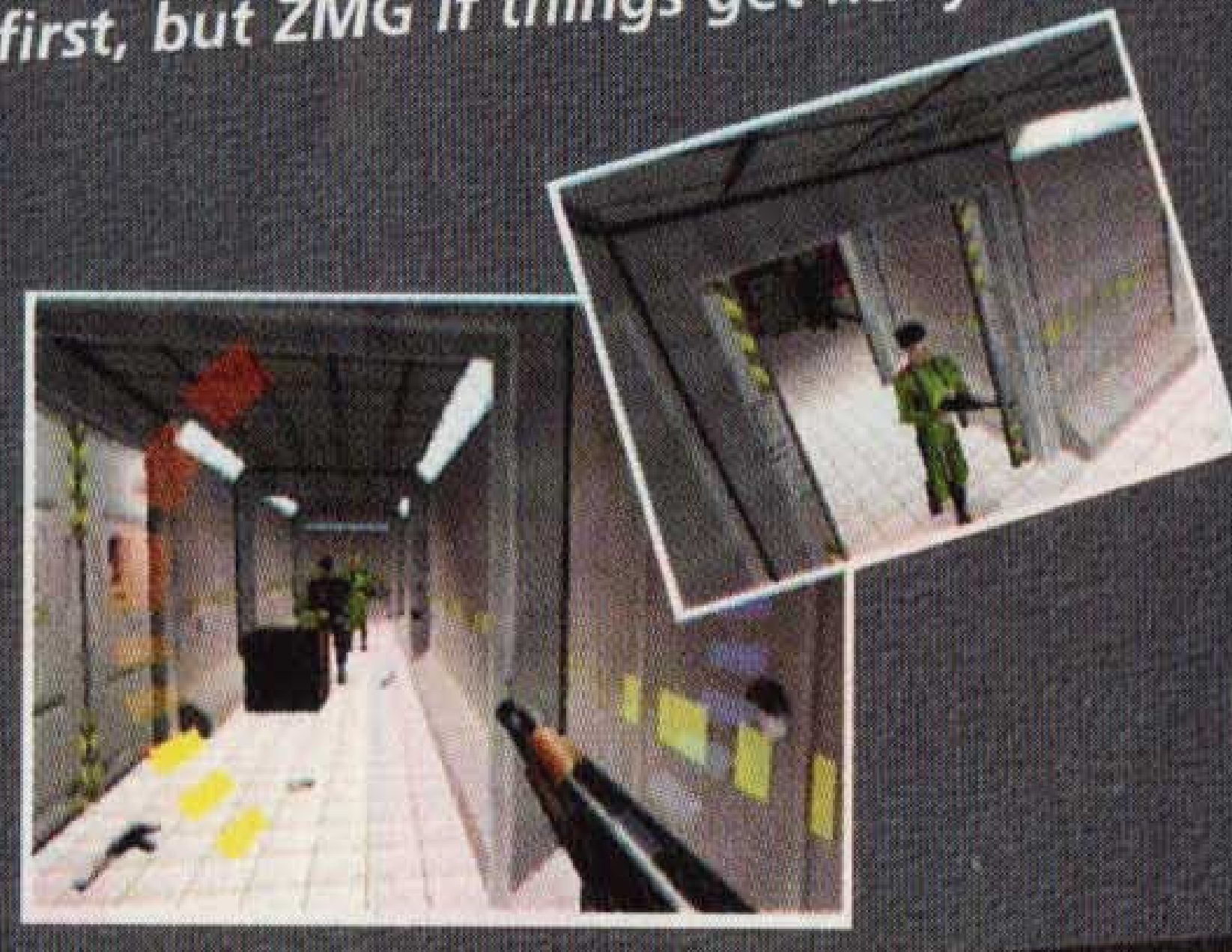

00 Agent: James Bond
Mission 2: Severnaya
Part i: Surface
PRIMARY OBJECTIVES:
a. Power down communications dish
b. Obtain safe key
c. Steal building plans
d. Enter base via ventilation tower

**Best bit:** Shooting off the padlocks to get into the bunker. Py-yaaaang.
**Hardest bit:** Not attracting a crowd of angry followers.
**Weapon of choice:** Silenced PP7 again

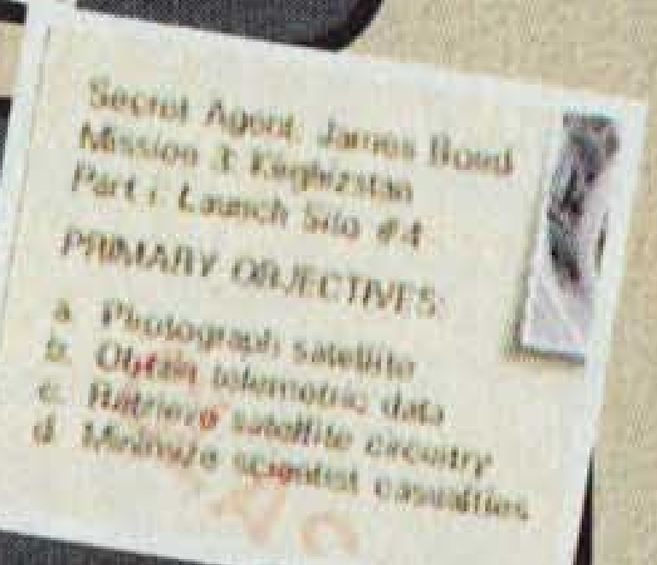
## Level 5: Bunker


00 Agent: James Bond
Mission 2: Severnaya
Part ii: Bunker
PRIMARY OBJECTIVES:
a. Disrupt all surveillance equipment
b. Copy GoldenEye key and leave original
c. Get personnel to activate computer
d. Download data from computer
e. Photograph main video screen

**Best bit:** Shooting the guards before they can get to the alarms.
**Hardest bit:** Not shooting Boris by mistake.
**Weapon of choice:** Silenced PP7 at first, but ZMG if things get hairy

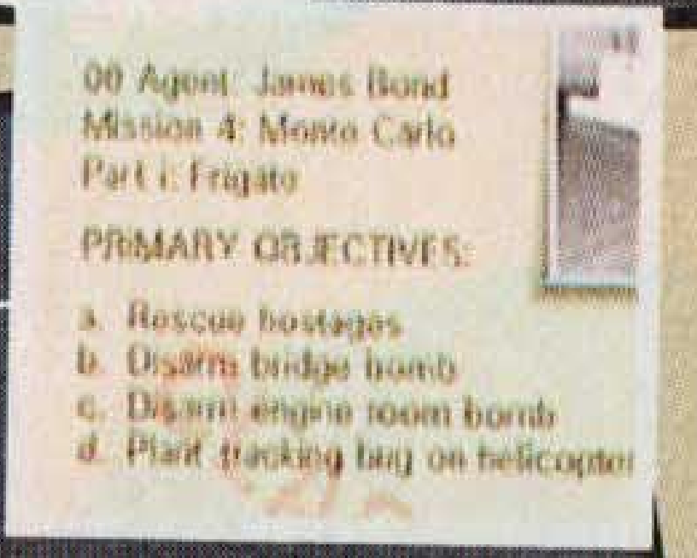


## Level 6: Silo


Secret Agent: James Bond
Mission 3: Kirghizstan
Part i: Launch Silo #4
PRIMARY OBJECTIVES:
a. Photograph satellite
b. Obtain telemetric data
c. Retrieve satellite circuitry
d. Minimize scientist casualties

**Best bit:** Escaping just before the base goes up – true Bond style.
**Hardest bit:** Not shooting the scientists.
**Weapon of choice:** Kalashnikov – who cares about the noise?

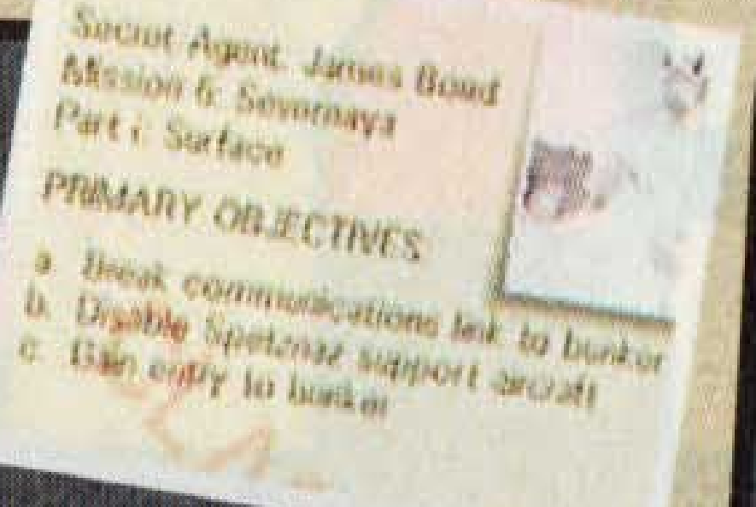
## Level 7: Frigate


00 Agent: James Bond
Mission 4: Monte Carlo
Part i: Frigate
PRIMARY OBJECTIVES:
a. Rescue hostages
b. Disarm bridge bomb
c. Disarm engine room bomb
d. Plant tracking bug on helicopter

**Best bit:** Shooting the terrorists before they can execute the hostages.
**Hardest bit:** They're everywhere below decks!
**Weapon of choice:** Silenced D5K Deustche

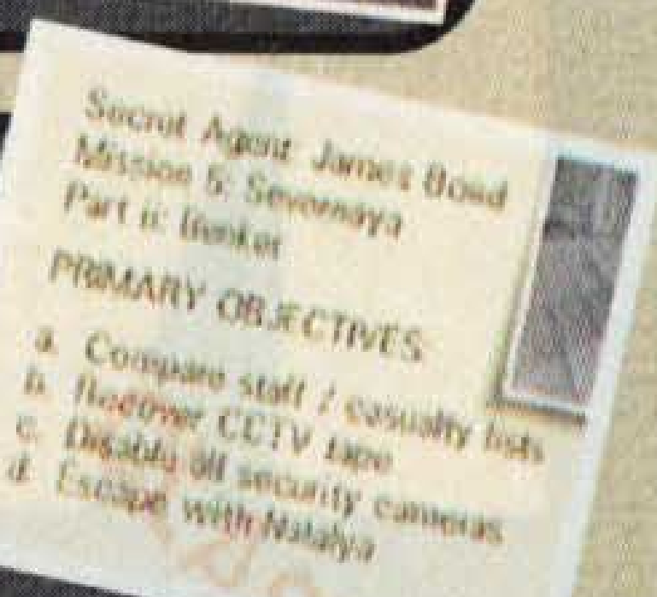
Hostage executed!

## Level 8: Surface


Secret Agent: James Bond
Mission 6: Severnaya
Part i: Surface
PRIMARY OBJECTIVES:
a. Break communications link to bunker
b. Disable Spetznaz support aircraft
c. Gain entry to bunker

**Best bit:** Breaking into the safe and stealing the plans.
**Hardest bit:** Working out where you are in the gloom.
**Weapon of choice:** Silenced PP7, but if you attract some friends it might be worth breaking out the rocket launcher.

## Level 9: Bunker 2


Secret Agent: James Bond
Mission 5: Severnaya
Part ii: Bunker
PRIMARY OBJECTIVES:
a. Compare staff / casualty lists
b. Recover CCTV tape
c. Disable all security cameras
d. Escape with Natalya

**Best bit:** Picking up the cell key with your watch magnet.
**Hardest bit:** Completing the mission and not shooting Natalya.
**Weapon of choice:** Anything you can lay your hands on

PICKED UP A KEY COVER
WATCH MAGNET ATTRACT

**AR33**
American assault rifle. 30-shot magazine. High muzzle velocity and rate of fire. Low power telescopic sight.

**D5K DEUSTCHE**
Machine gun favoured by special forces. Excellent rate of fire and stopping power. Can be fitted with silencer.

**RC P90**
Super-powerful machine gun. Unparallelled rate of fire and stopping power. 90-shot magazine.

**OTHER WEAPONS**

**GRENADE LAUNCHER**
Cylinder fed bomb-thrower

**ROCKET LAUNCHER**
Powerful enough to destroy vehicles.

**HAND GRENADES**
Five-second fuses.

**REMOTE MINES**
Detonated from Bond's watch. Magnetic.

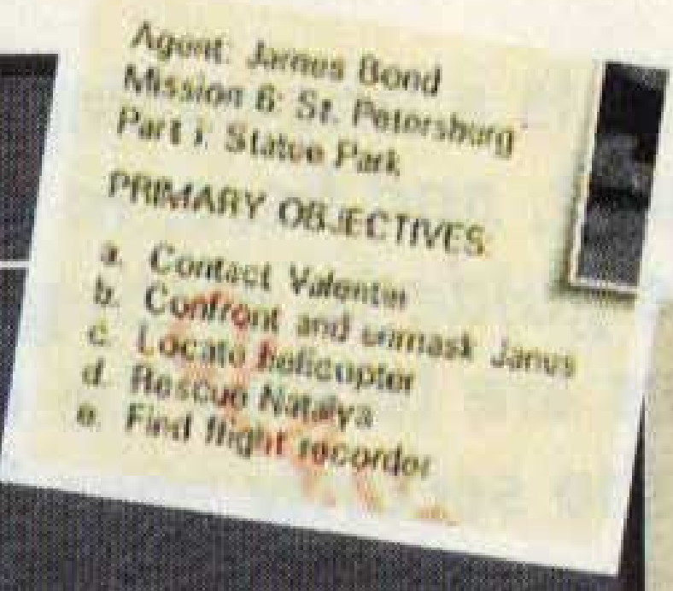
**TIMED MINES**
Five-second fuses. Magnetic.

**PROXIMITY MINES**
Triggered by body heat.

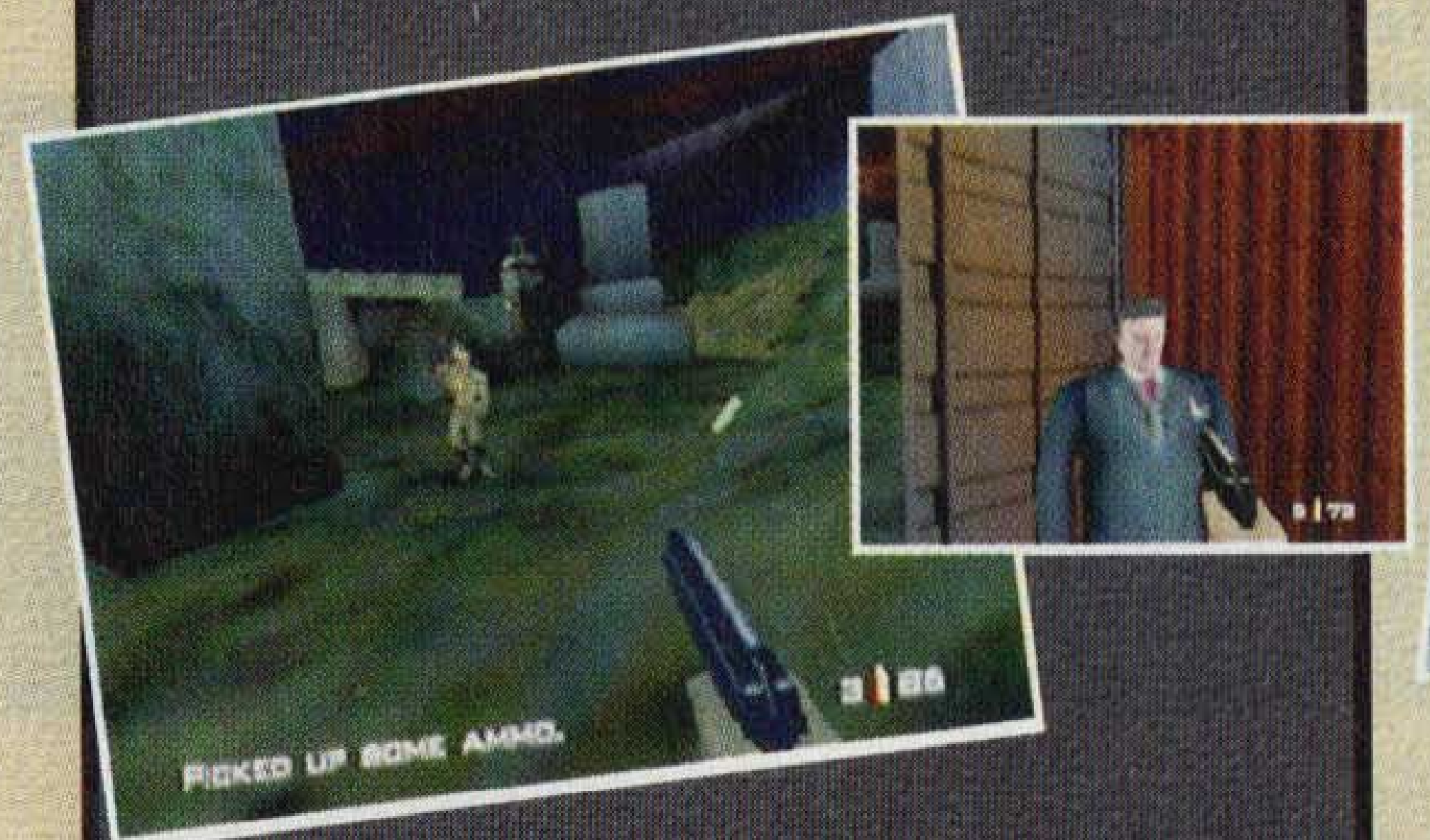
**THROWING KNIVES**
Silent.

**PLASTIQUE EXPLOSIVE**
Useful for sabotage of enemy infrastructure.

## Level 10: Statue


Agent: James Bond
Mission 6: St. Petersburg
Part i: Statue Park
PRIMARY OBJECTIVES
a. Contact Valentin
b. Confront and unmask Janus
c. Locate helicopter
d. Rescue Natalya
e. Find flight recorder

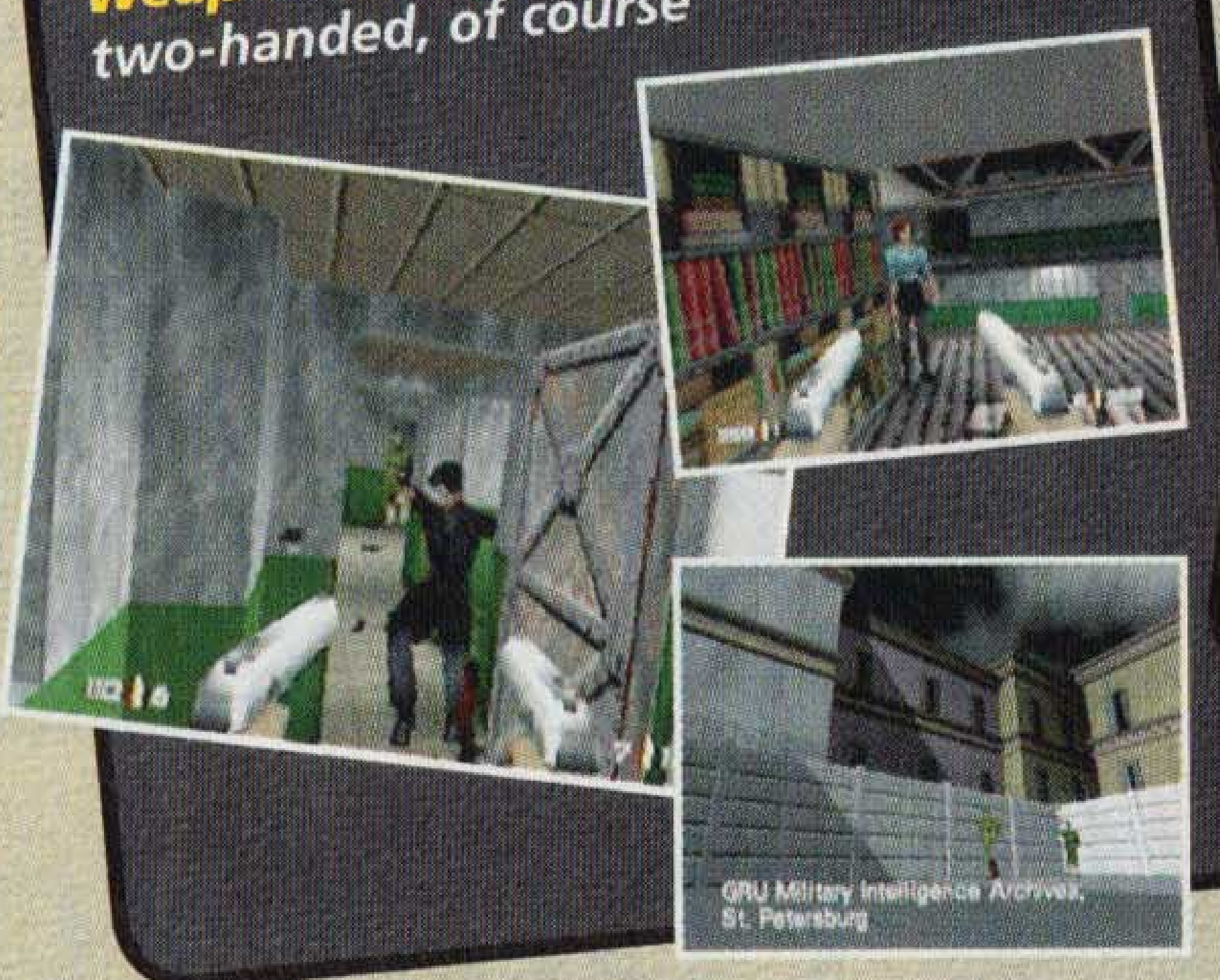
**Best bit:** Meeting Robbie Coltrane.
**Hardest bit:** Finding your way around.
**Weapon of choice:** The automatic shotgun: messy but effective


PICKED UP SOME AMMO.

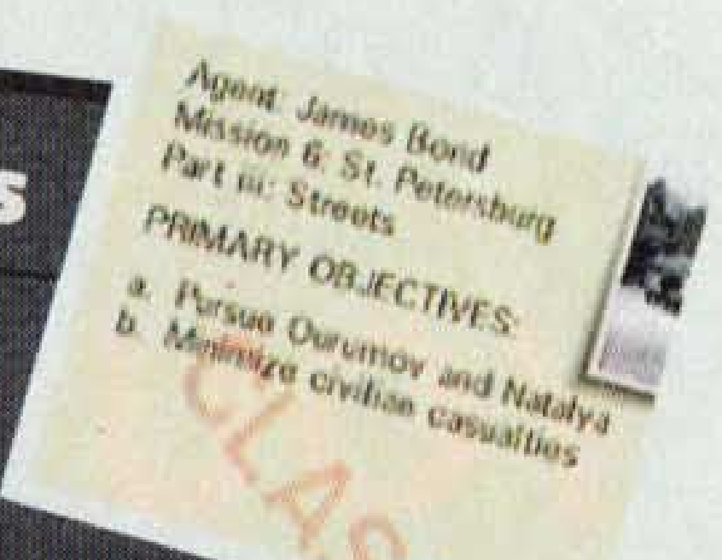
## Level 11: Archives

Secret Agent: James Bond
Mission 6: St. Petersburg
Part ii: Military Archives
PRIMARY OBJECTIVES:
a. Escape from interrogation roo
b. Find Natalya
c. Recover helicopter black box
d. Escape with Natalya

**Best bit:** Breaking out of the cell.
**Hardest bit:** Finding Natalya.
**Weapon of choice:** DD44 Dostovoi – two-handed, of course


GRU Military Intelligence Archives, St. Petersburg

## Level 12: Streets

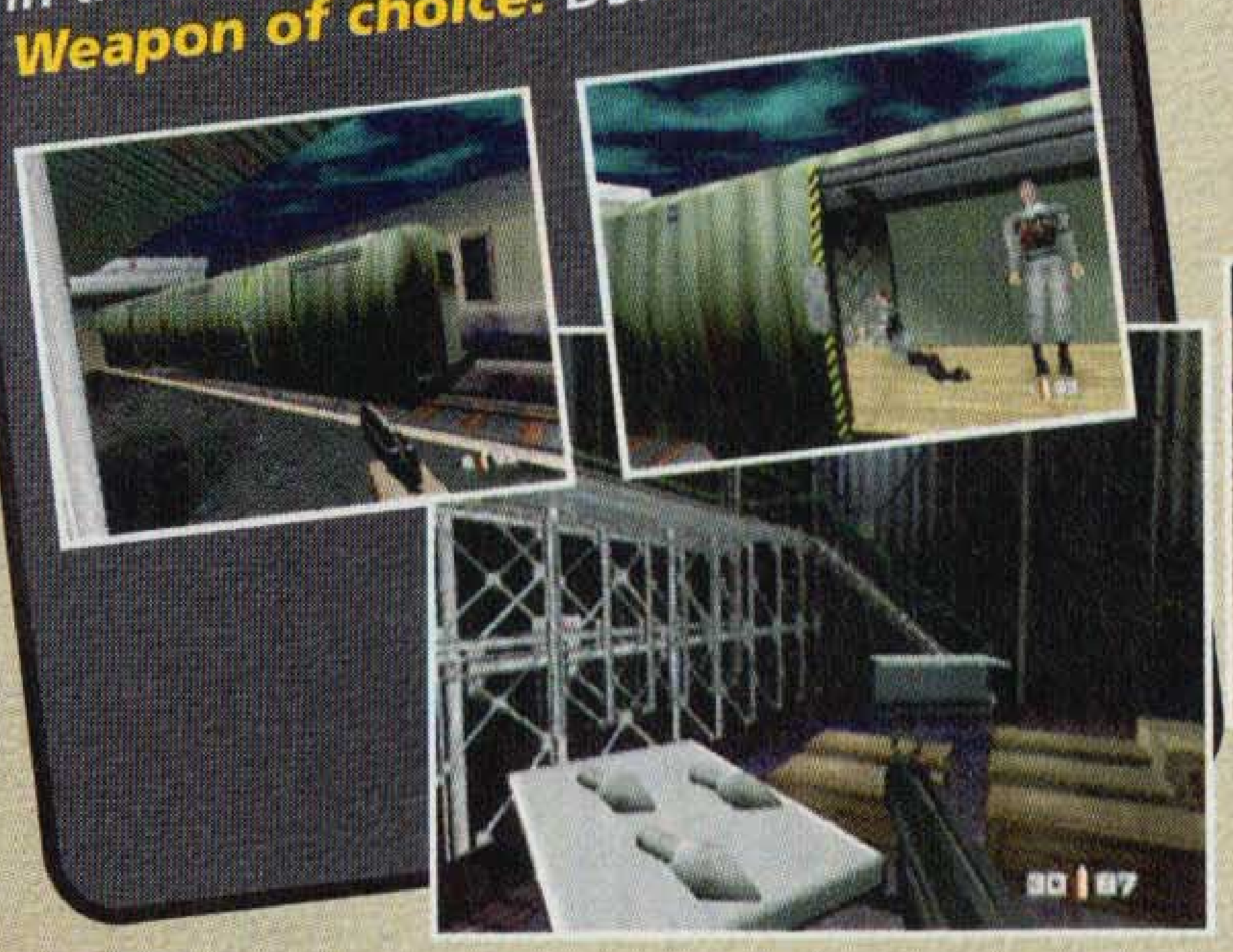

Agent: James Bond
Mission 6: St. Petersburg
Part iii: Streets
PRIMARY OBJECTIVES:
a. Pursue Ourumov and Natalya
b. Minimize civilian casualties

**Best bit:** Finding the tank and crushing anything in your path.
**Hardest bit:** Finding a way out of the city.
**Weapon of choice:** The Kalashnikov is curiously more effective than the slow-loading tank

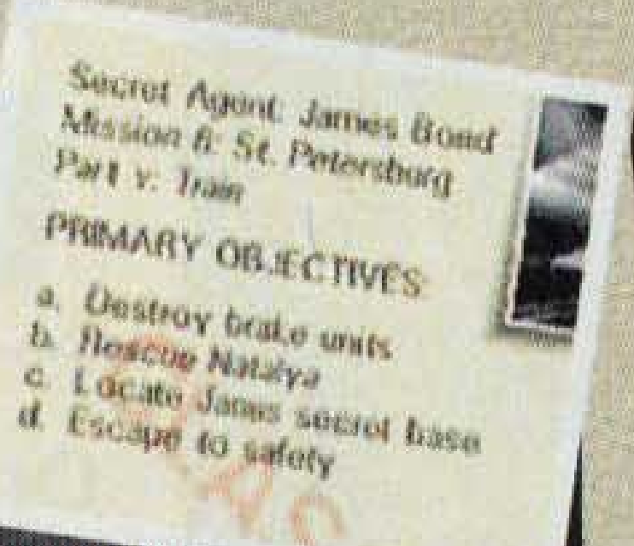
## Level 13: Depot

Secret Agent: James Bond
Mission 6: St. Petersburg
Part iv: Depot
PRIMARY OBJECTIVES:
a. Destroy computer network
b. Obtain safe key
c. Recover helicopter blueprints
d. Locate Trevelyan's train

**Best bit:** Picking up the D5K Deustche and eliminating the chasing guards.
**Hardest bit:** Taking out the clone gun in the computer room.
**Weapon of choice:** D5K Deustche

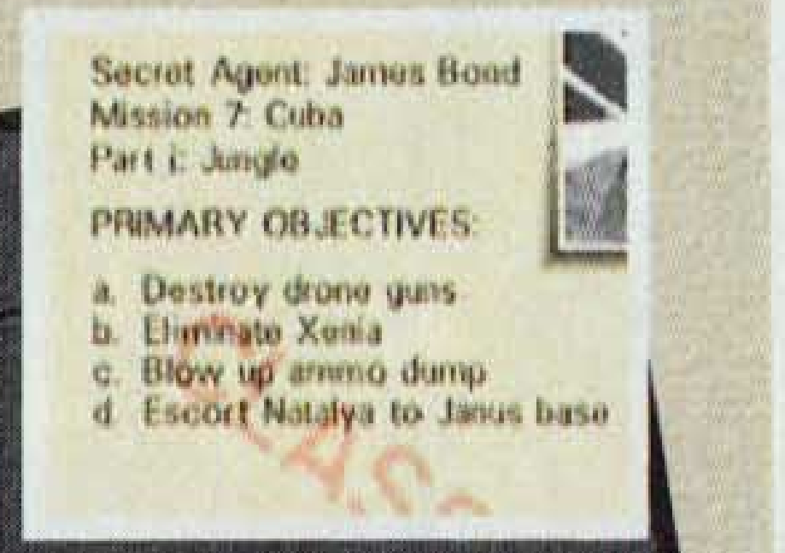


## Level 14: Train


Secret Agent: James Bond
Mission 6: St. Petersburg
Part v: Train
PRIMARY OBJECTIVES
a. Destroy brake units
b. Rescue Natalya
c. Locate Janus secret base
d. Escape to safety

**Best bit:** Fighting your way to the front of the train – one of the finest moments in videogamedom.
**Hardest bit:** Coping with the sly types who come up behind you.
**Weapon of choice:** The watch laser – great for locked hatches.

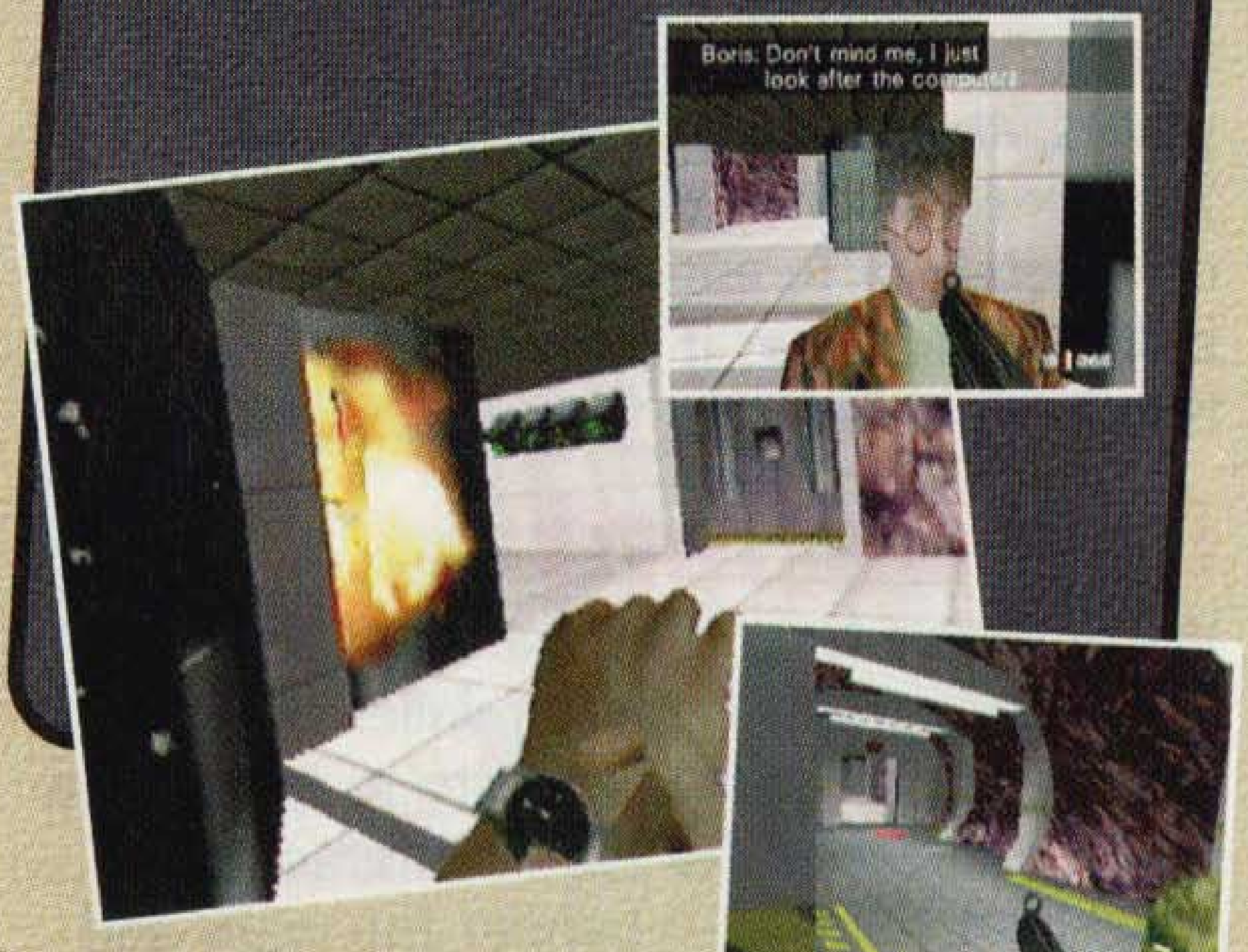
## Level 15: Jungle


Secret Agent: James Bond
Mission 7: Cuba
Part i: Jungle
PRIMARY OBJECTIVES:
a. Destroy drone guns
b. Eliminate Xenia
c. Blow up ammo dump
d. Escort Natalya to Janus base

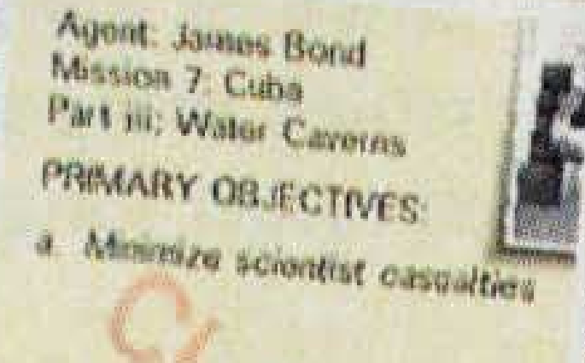
**Best bit:** Getting your hands on the grenade launcher.
**Hardest bit:** Onatop – you will be hurt!
**Weapon of choice:** RC P90, if you can keep it supplied with ammo, that is.

## Level 16: Control

**Best bit:** Plant the mines, take cover, press the detonator and KABOOOOOOMM.
**Hardest bit:** Protecting Natalya while she re-directs the GoldenEye.
**Weapon of choice:** Anything with bullets – it gets a bit desperate as time goes on.

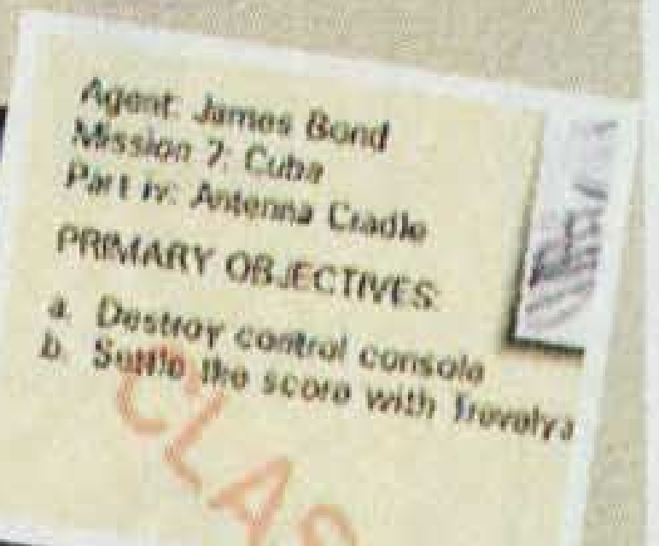

Boris: Don't mind me, I just look after the computers!

## Level 17: Caverns


Agent: James Bond
Mission 7: Cuba
Part iii: Water Caverns
PRIMARY OBJECTIVES:
a. Minimize scientist casualties

**Best bit:** Planting those mines.
**Hardest bit:** Not blowing up the radio by mistake.
**Weapon of choice:** Twin ZMG 9mms – the only solution.

## Level 18: Cradle


Agent: James Bond
Mission 7: Cuba
Part iv: Antenna Cradle
PRIMARY OBJECTIVES:
a. Destroy control console
b. Settle the score with Trevelya

**Best bit:** Finishing it – if you can.
**Hardest bit:** All of it but Janus is the worst.
**Weapon of choice:** Twin ZMGs again.

Trevelyan has activated the antenna control console!

## Level 19: Aztec

?

**Best [illegible]it:**
**We[illegible]ice:**
TBA

## Level 20: Egyptian

?

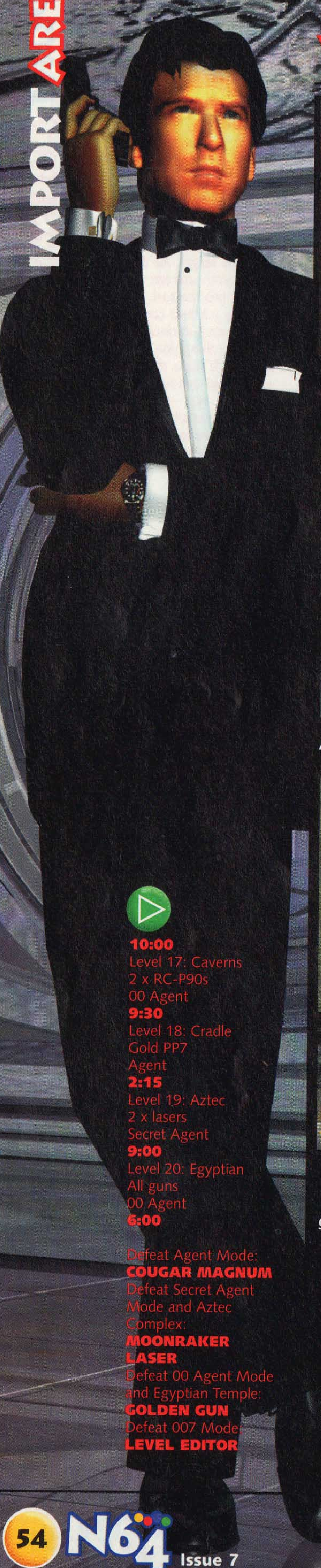
**Best [illegible]it:**
**We[illegible]e:**
TBA

**DONKEY/CARROT COUNTRY**

*GoldenEye* has an admirable cheat system that sees you rewarded with a different cheat for each of the 20 levels if you beat a specific time and difficulty target. All the cheats you earn are saved onto the cart, and any number can be activated at once. The only thing you can't do is use a cheat – the super-powerful Magnum, say – to earn more cheats: all cheat targets have to be achieved using only normal abilities.

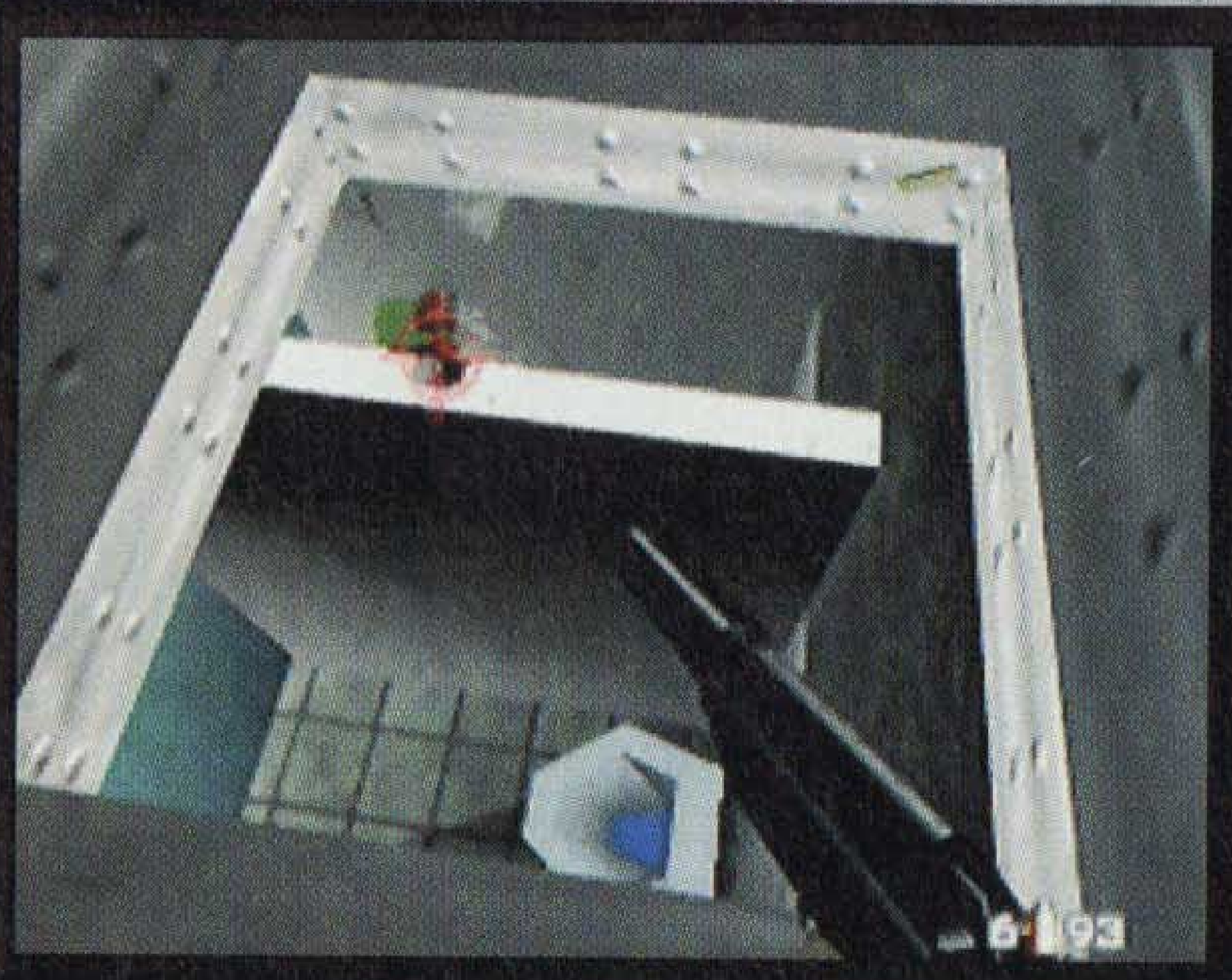
Level 1: Dam
Paintball Mode
Secret Agent
**2:40**
Level 2: Facility
Invincibility 00 Agent
**2:05**
Level 3: Runway
DK Mode Agent
**5:00**
Level 4: Surface
2 x grenades
Secret Agent
**3:30**
Level 5: Bunker
2 x rocket 00 Agent
**4:00**
Level 6: Silo
Turbo Mode
Agent
**3:00**
Level 7: Frigate
No radar (multi)
Secret Agent
**4:30**
Level 8: Surface
Tiny Bond 00 Agent
**4:15**
Level 9: Bunker2
2 x knives Agent
**1:30**
Level 10: Statue
Fast animation
Secret Agent
**3:15**
Level 11: Archives
Invisibility 00 Agent
**1:20**
Level 12: Streets
Enemy rockets
Agent
**1:45**
Level 13: Depot
Slow animation
Secret Agent
**1:30**
Level 14: Train
Silver PP7 00 Agent
**5:25**
Level 15: Jungle
2 x hunting knives
Agent
**3:45**
Level 16: Control
Infinite ammo
Secret Agent

GO! GO!

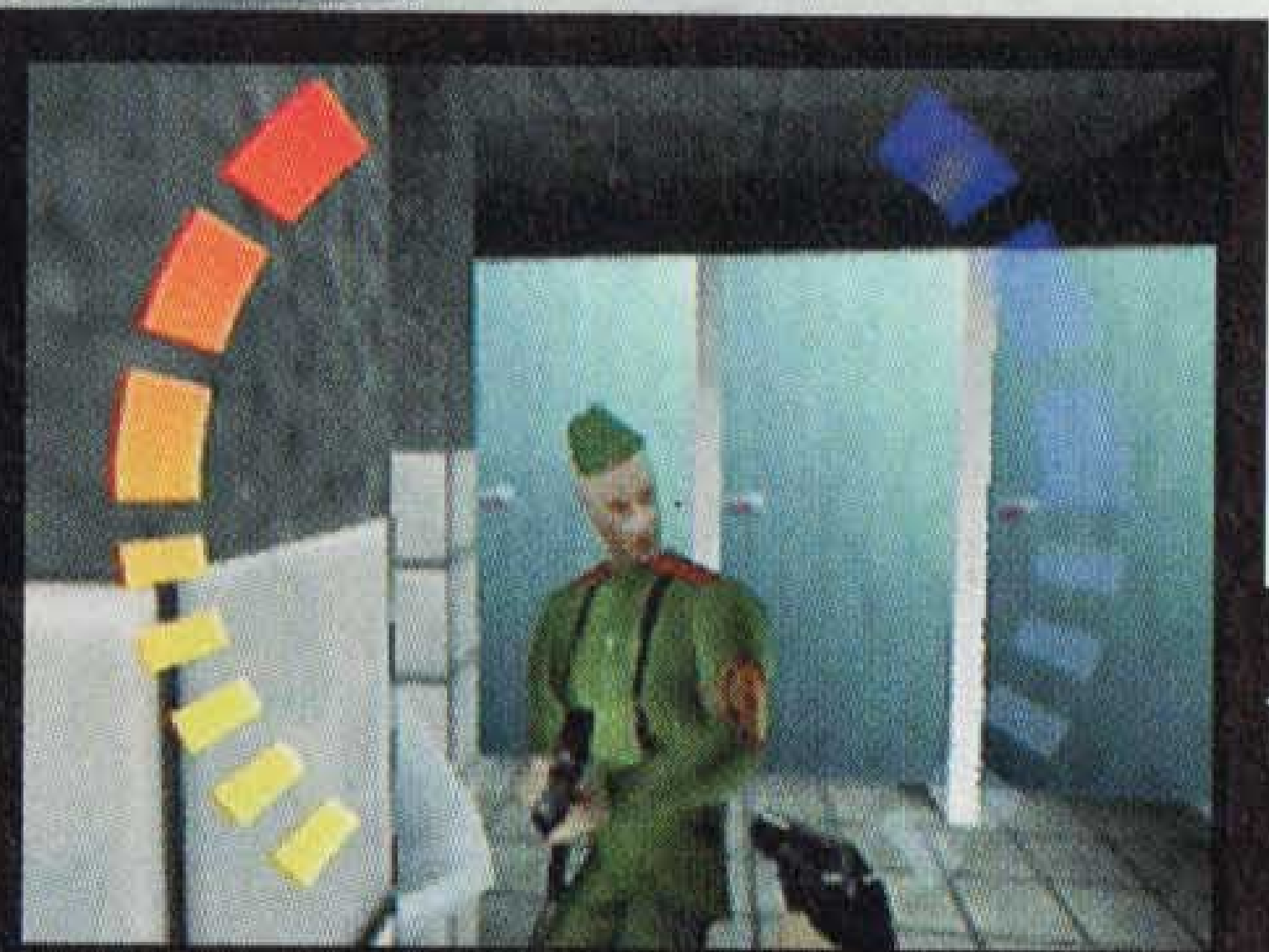


# YOU ONLY LIVE TWICE

Mission 2 is a fine example of a *GoldenEye* assignment, and here, in glowing colour, is our complete guide to getting through it. Briefly, your objectives are to find the double agent (Dr Doak) and get the security pass from him. You must then rendezvous with 006 in the bottling room and destroy the chemical weapons tanks. Throughout the mission you must ensure that scientist casualties are kept to a minimum.

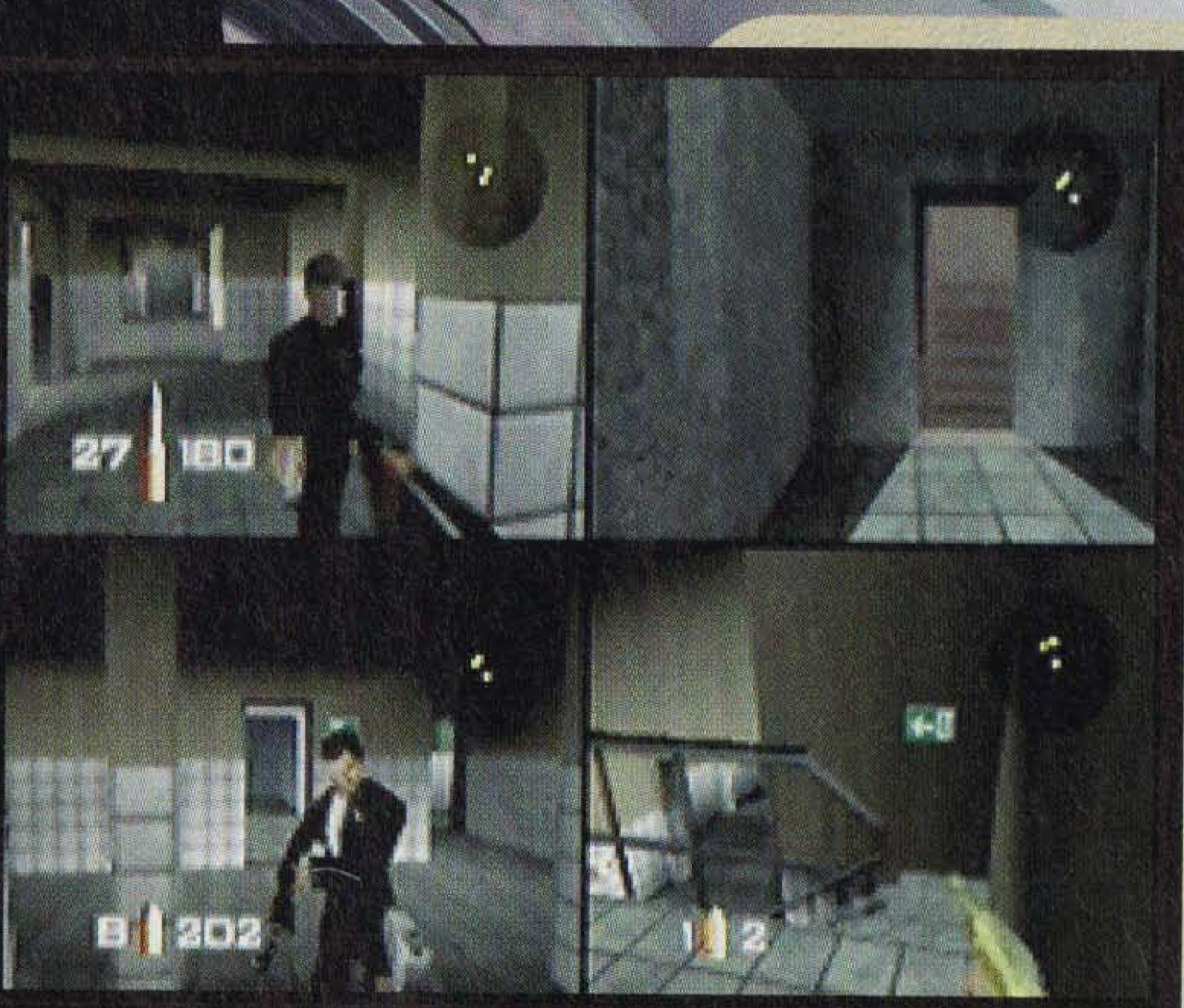


◁ 1 *Crawl through the air ducts to find your way into the toilet block*

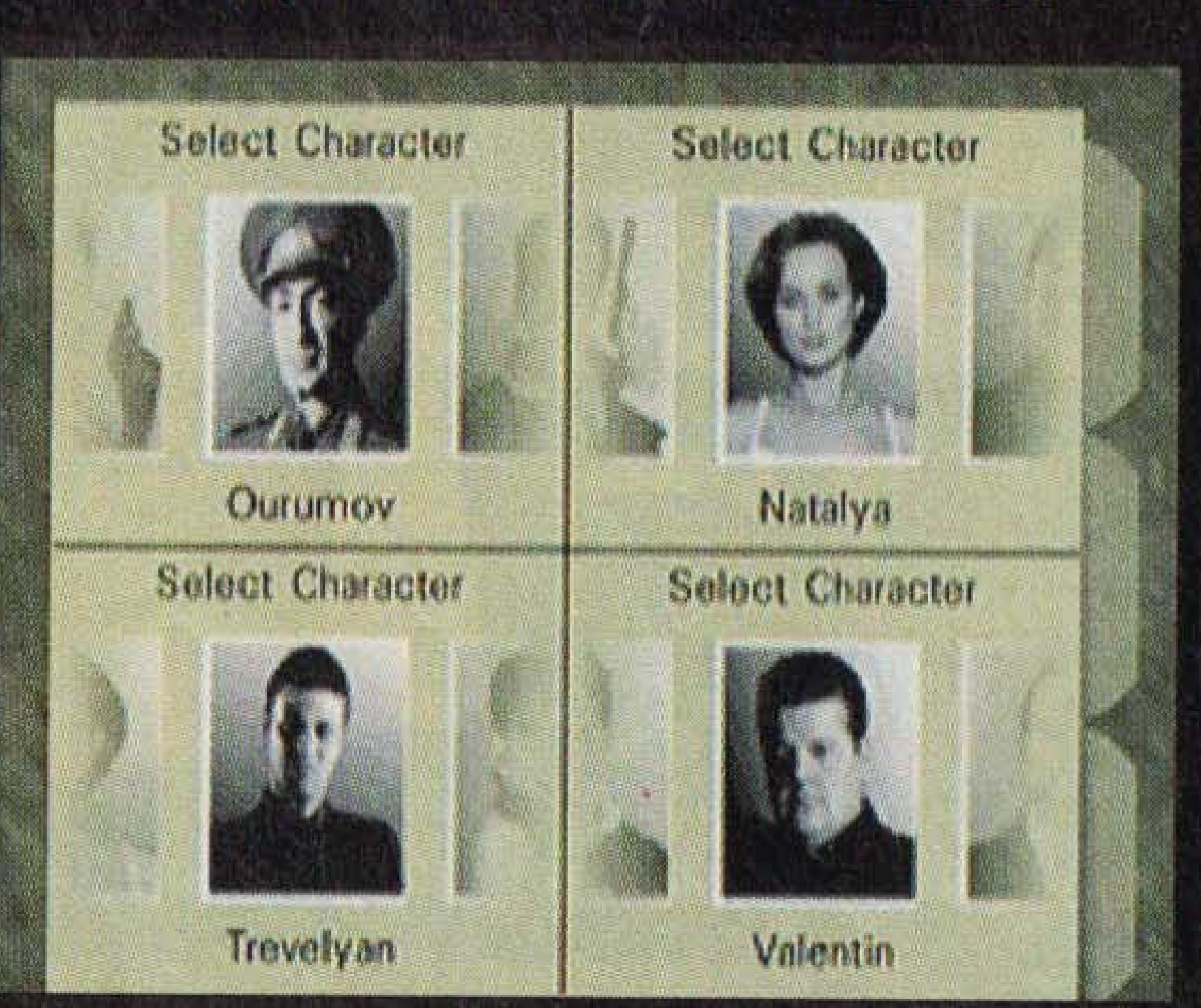


◁ 2 *The best tactic is to clear an area before moving on...*

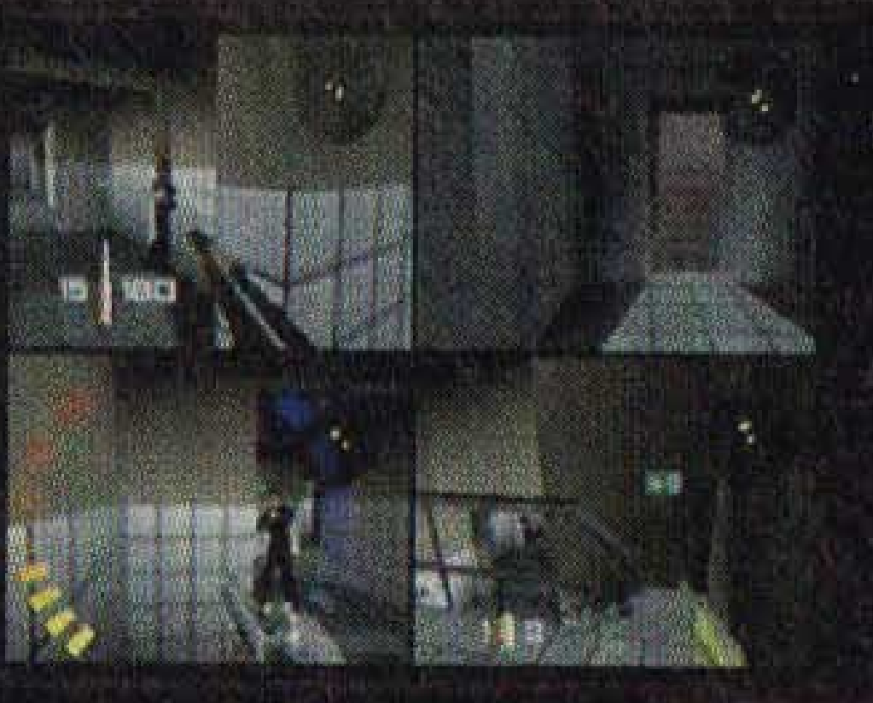
3 *... If you don't, you can get caught by shots from behind.* ▷

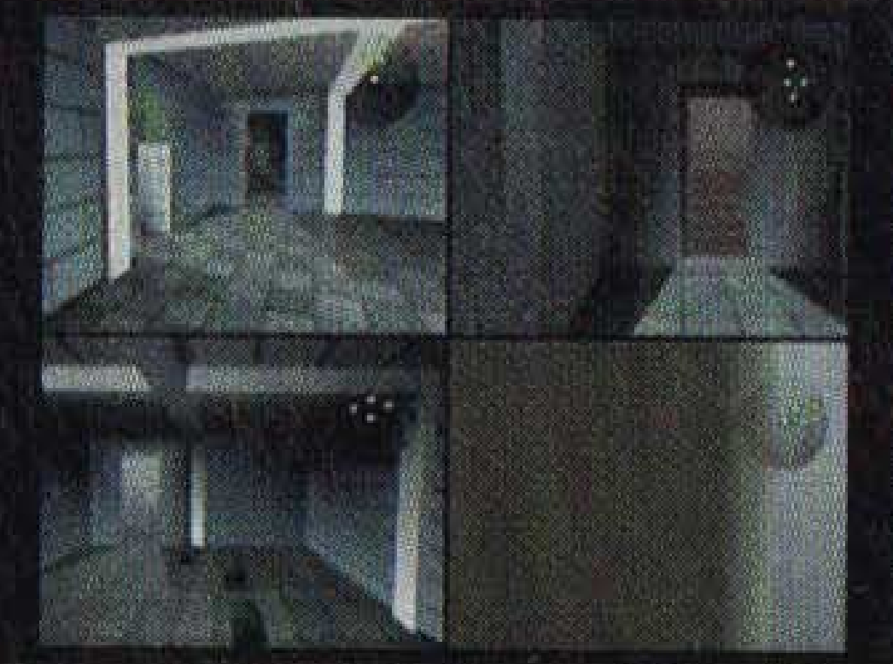


△ *It's easier to find your opposition in scenarios taken from the missions.*



△ *There are a whole host of characters to play as – Jaws is our favourite.*





*You arrive in the level without a gun – the first thing you've got to do is to find one.* ▷

## FOUR YOUR LIVES ONLY

One aspect of *GoldenEye* that we've hardly had time to touch upon is the multi-player mode. Not because it's not any good, mind, it's just that we've been so wrapped-up trying to get as far as humanly possible in the one-player mode.

However, even brief investigation of the multi-player game shows it to be no last-minute addition. There are eleven different arenas to fight in – some taken directly from the one-player game and some specifically designed – and a full range of game options. You can specify which weapons will be available to pick up, how long games last – whether they're time or points limited – and even the overall objective itself (flag and team games are amply catered for). You can even play as a whole host of GoldenEye characters as well as some blasts from Bond's extensive film past such as Jaws, Oddjob and Baron Samedi.

With everyone's position in a level visible to everyone else, you'd think that deathmatching would lose a lot of its appeal – most people, after all, experience this kind of game on a solitary networked PC. However, to counter this, the levels are specifically designed to look bland, and it's often impossible to tell by looking where another gamer is, especially if you've got yourself and two other people to worry about as well.

**At the ECTS show a couple of weeks ago, the entire N64 Magazine delegation took some time out from their busy appointment schedule to go back to the Nintendo stand. They went with only one intention: to play *GoldenEye 007*, a game that'd already arrived in the N64 office a week or so previously.**

Yep, in a hall the size of a roomy football pitch – Hillsborough, say, not Highbury – stuffed to the third floor (it's a multi-story football pitch – bear with us) with all the world's latest and greatest all-format software, we still preferred to spend an hour playing a game we could already play at home. That's not really a comment on standard of games on show at ECTS – although Nintendo's decision not to show *Banjo and Kazooie*, *Zelda* and *Diddy Kong Racing* was a bit bewildering – it's more an indication of just how good *GoldenEye* really is. Quite simply, it's one of the most satisfyingly perfect games we've ever had the pleasure to play.

First of all, let's leave aside the fact that it sets a completely new graphical standard for *Doom* games. Discard the fact that, while *Turok* drew in its scenery and monsters at about 75 yards under cover of extensive misting, *GoldenEye* offers an unobstructed, un-clipped view of, in places, about a quarter of a mile. Okay, so *Starfox 64* has to cope with re-draw at a completely different pace to Rare's game, but it still looks as if it could have learned a few lessons from the Twycross team.

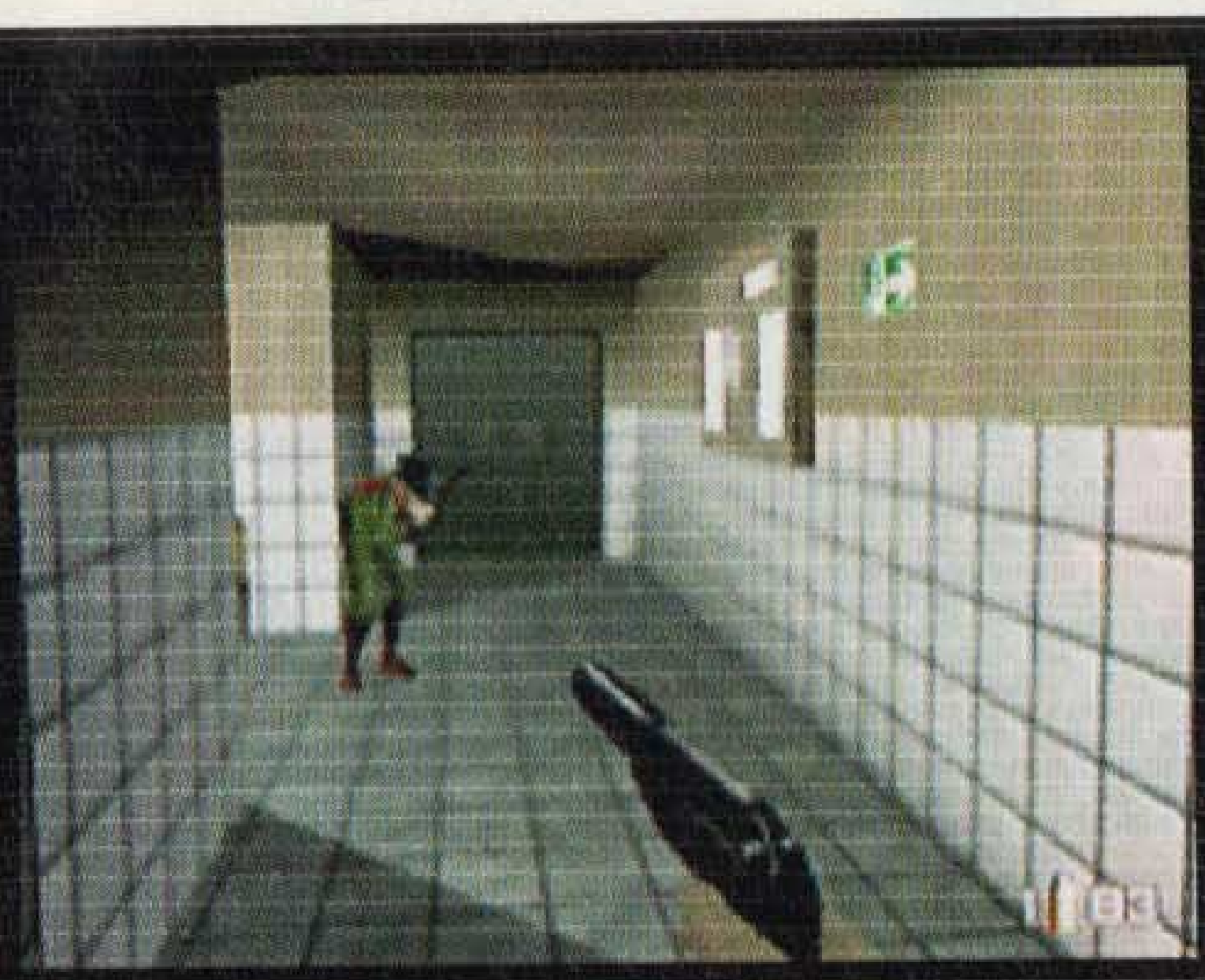
### Condiment

While we've forgotten that the level graphics draw with un-paralalled perfection, we should also try to ignore the new standard set for scenic interaction. The bullet holes that pepper the walls and floors should be forgotten, along with the little clouds of kicked-up masonry dust and fizzles of flame. Forget that, unlike the impervious environments of previous *Doom* games, practically every modelled scenic detail, from lights to CCTV cameras to door locks, television screens and computers, can be destroyed by gun fire.

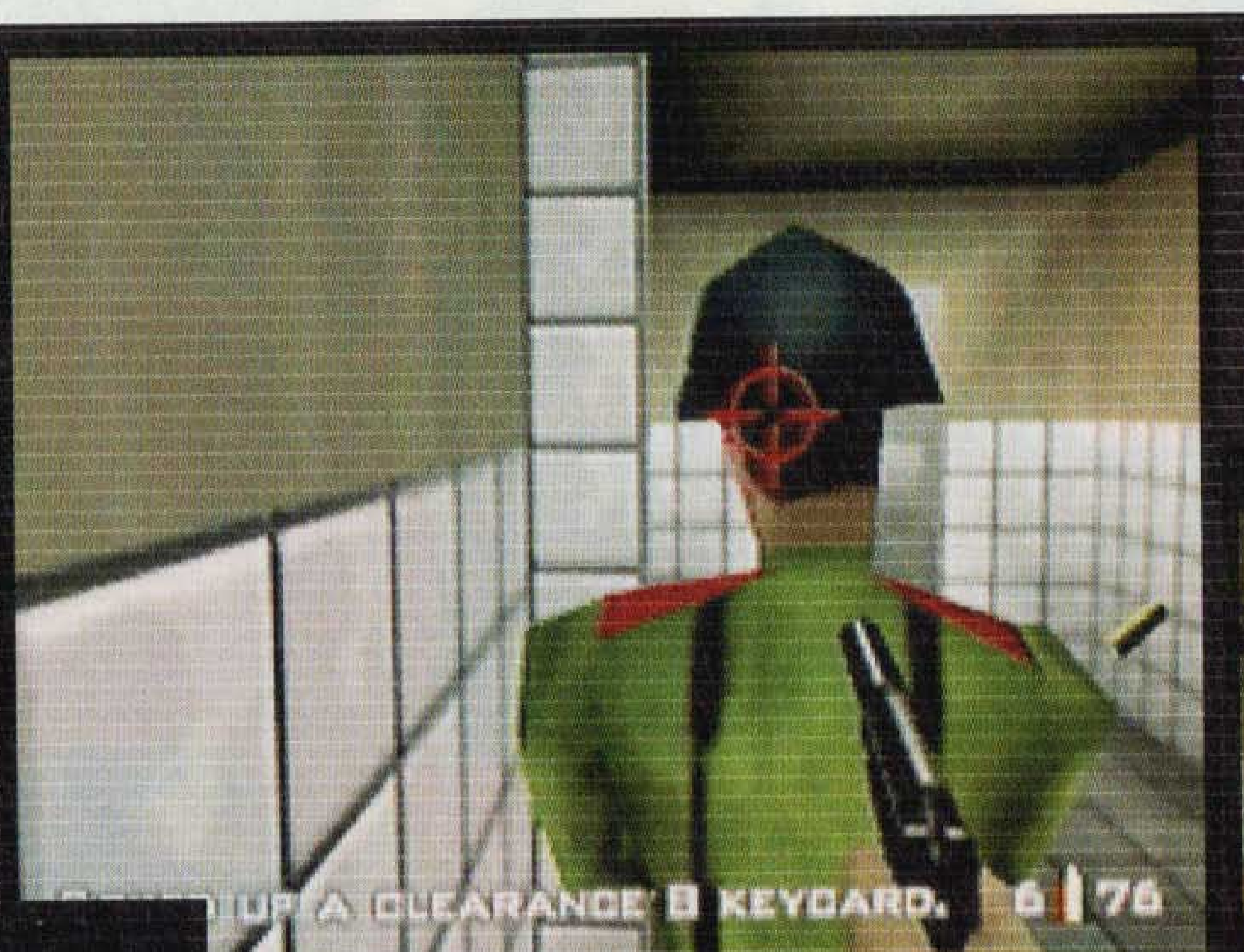
▷

**10:00**
Level 17: Caverns
2 x RC-P90s
00 Agent
**9:30**
Level 18: Cradle
Gold PP7
Agent
**2:15**
Level 19: Aztec
2 x lasers
Secret Agent
**9:00**
Level 20: Egyptian
All guns
00 Agent
**6:00**

Defeat Agent Mode:
**COUGAR MAGNUM**
Defeat Secret Agent Mode and Aztec Complex:
**MOONRAKER LASER**
Defeat 00 Agent Mode and Egyptian Temple:
**GOLDEN GUN**
Defeat 007 Mode:
**LEVEL EDITOR**

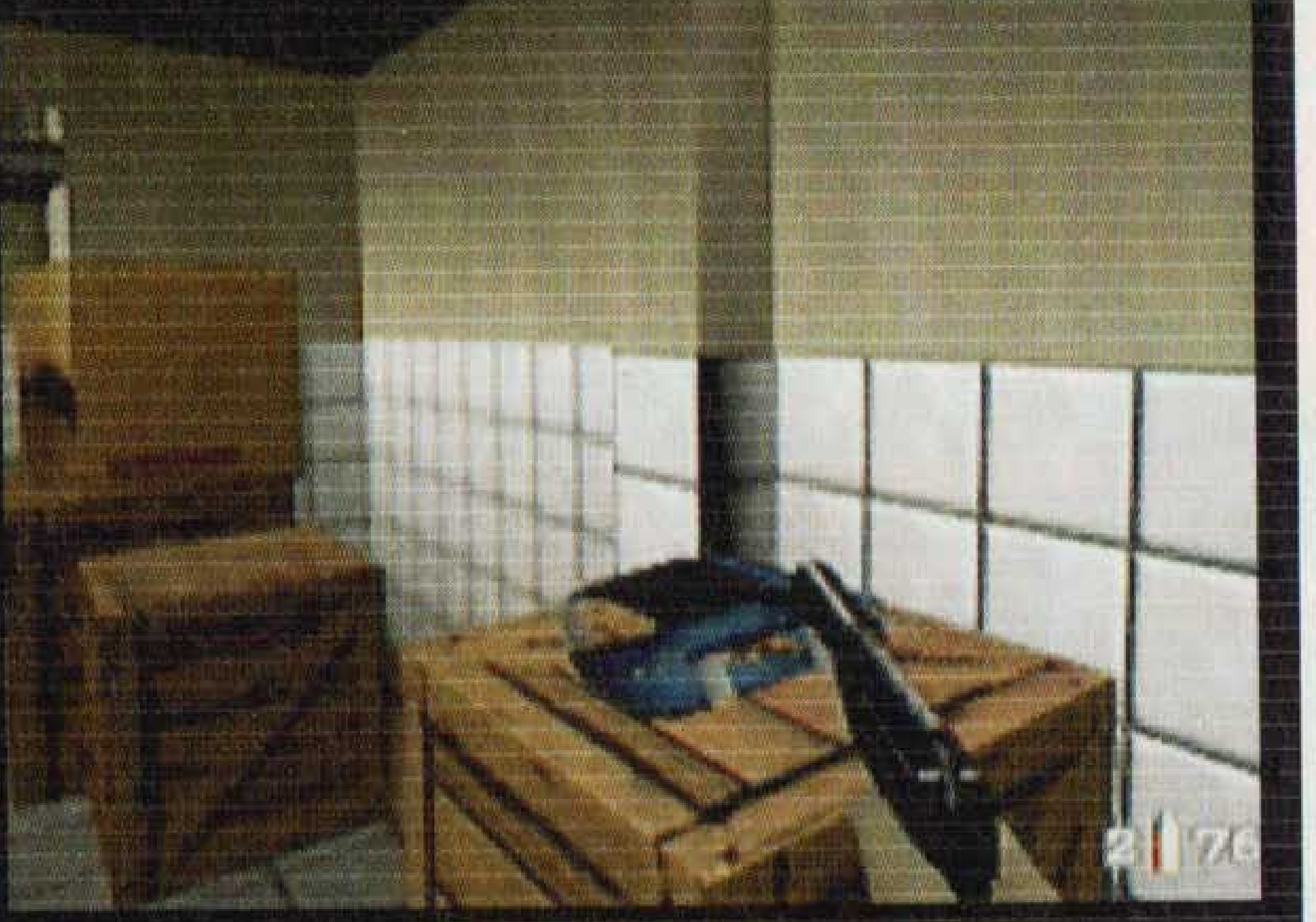


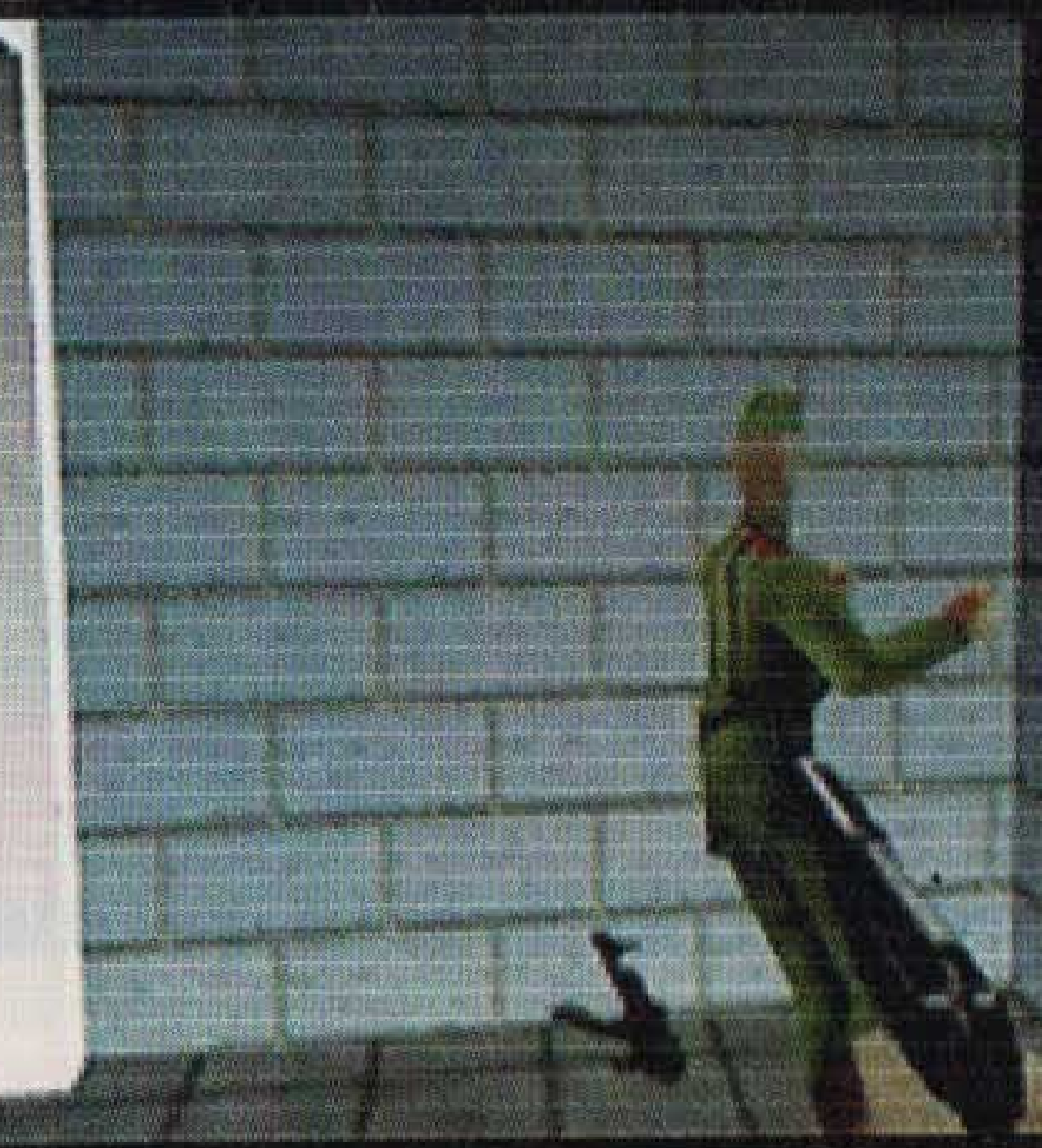
4 Clear the lower floor of the complex. Aim for the head for quick results.



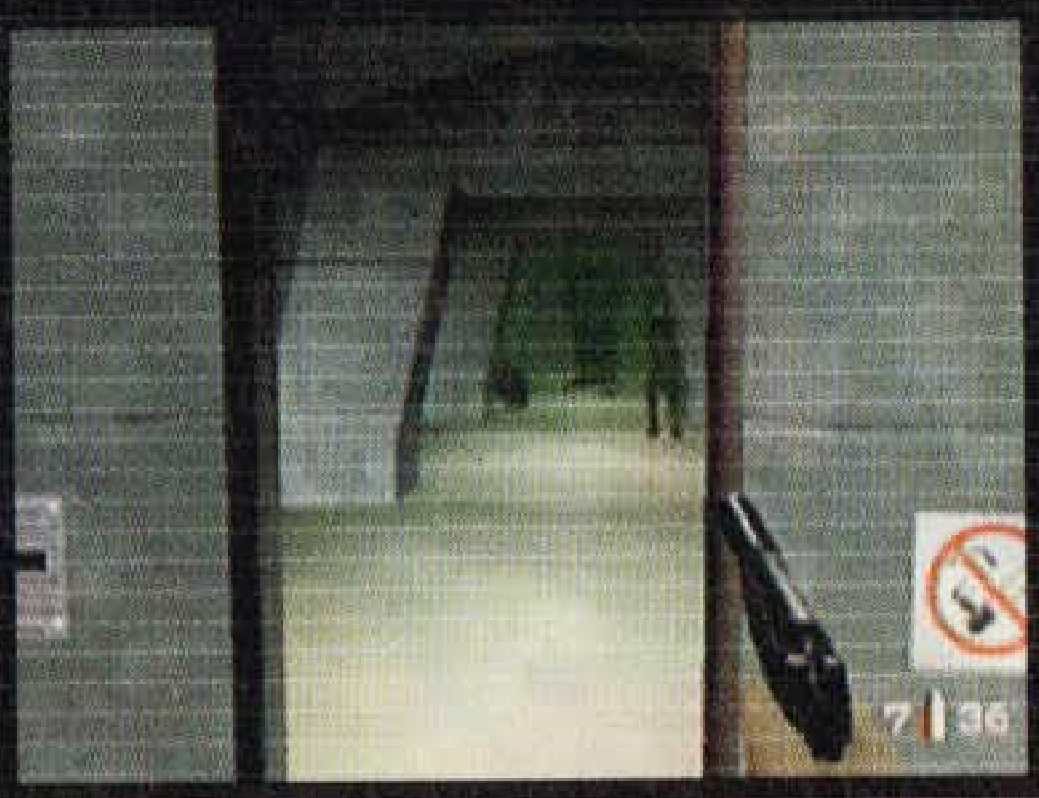
5 This chap'll provide you with a security pass allowing you to access the door control room.

6 On the two easier difficulty modes, you'll be able to pick up this body armour.



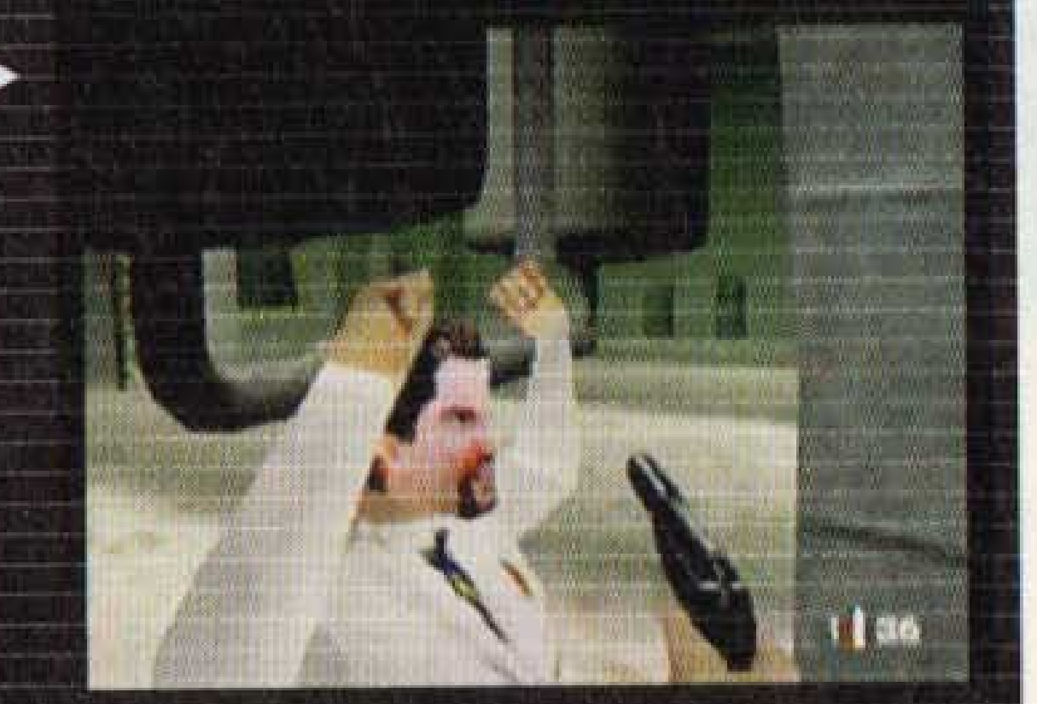


7 Take out the guards in the door control room and activate the switch. Run around and through.

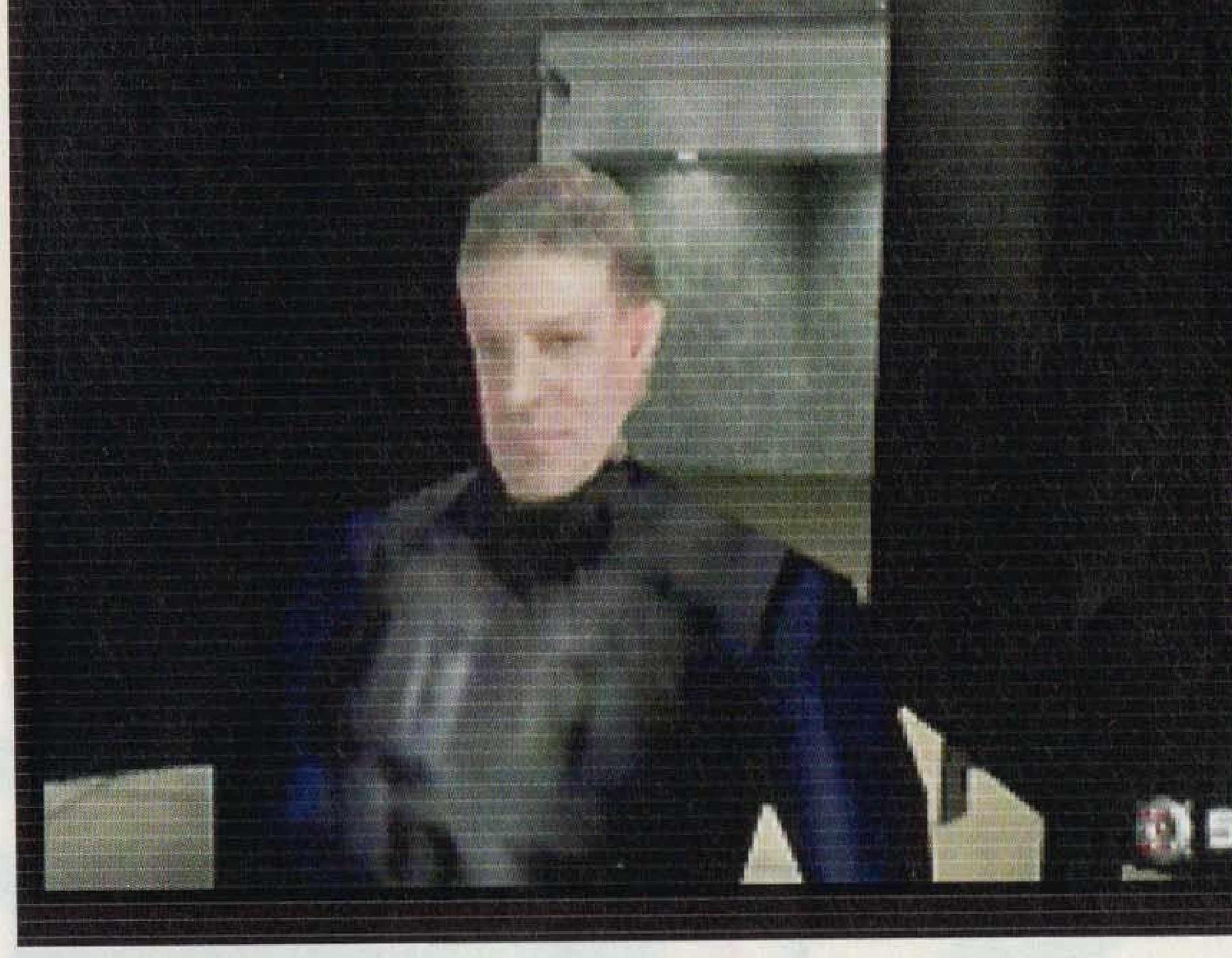


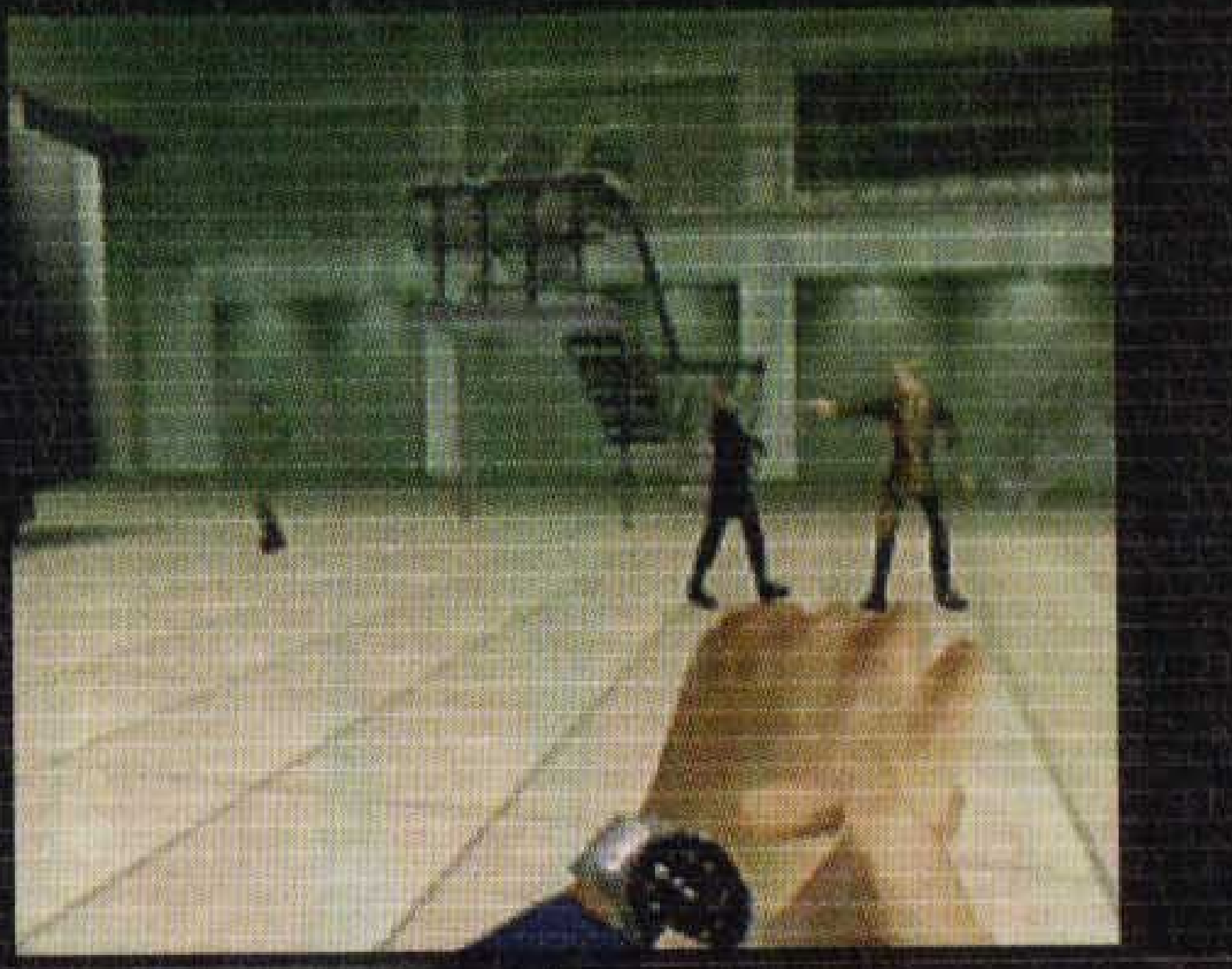
8 In the chemical plant you've got to find Dr Doak. These boys just get in your way.

9 Dr. Doak looks like all the other scientists but he won't raise his hands like this.

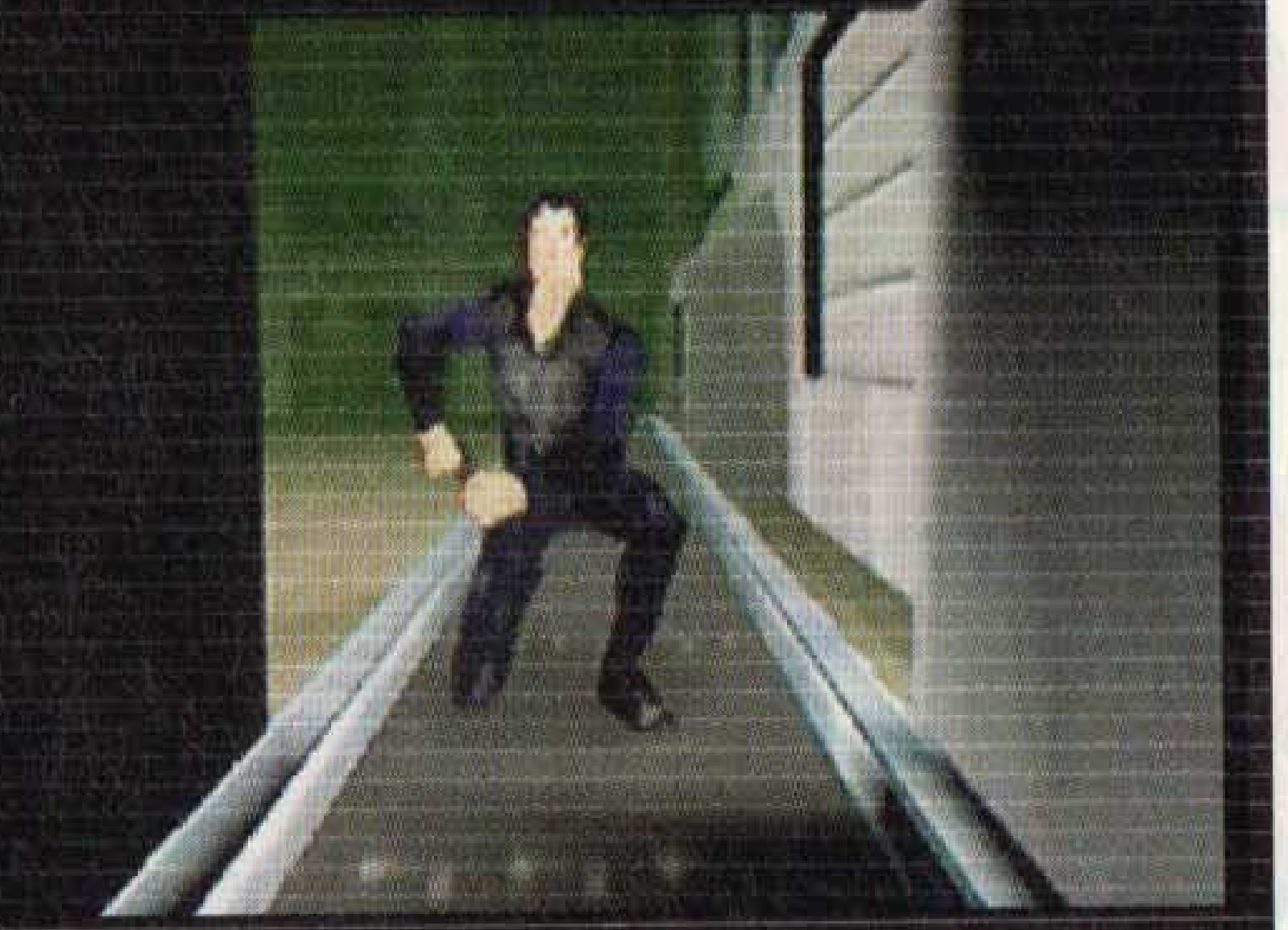


10 Doak gives you the key card to get into the bottling room. Here, you meet with 006 and lay your magnetic mines on the gas tanks.





11 Quick! Use your watch to blow the tanks before 006 is executed.



12 Pocket your gun and escape on the moving conveyor belt. Mission accomplished! Well done 007.

You can see where you've been in *GoldenEye's* levels, that's for sure.

Now that we're really into the amnesiac swing, let's forget the brilliance with which Rare have designed and modelled Bond's human opposition. Obviously they've got real human faces mapped onto their polygon heads, and obviously they've been designed to move without glitching between their limbs. Take that for granted and you'll be able to accept that shooting them in different parts of the body produces entirely realistic reactions and that – in a glorious bit-part for lady luck – some enemies are just more robust than others. The only certainty in *GoldenEye* is that a head shot is the one that produces instant results.

Misplace the superb multi-player mode. Ignore the best control options available in any game yet (including a deliciously complicated dual-analogue, two-joypad combination). Disregard the greatest array of offensive weaponry ever seen in a computer game. Overlook the best bullet 'fthips' and 'py-yaaaang' richochets since Sergio Leone stopped making Spaghetti Westerns, and pretend the sound of your spent cartridges falling onto the tiled floors isn't one of the best touches you've ever heard in a computer game. While we're feeling a bit aural, neglect some of the best in-game music that's ever existed – right down to the 'ker-chang' of the Bond music's final chord.

In short, cold-shoulder all of *GoldenEye's* superficial brilliance: the sniper rifle, the watch laser, the tank driving – *everything*. (This might take some time.)

## Undercoat

The point is this. *GoldenEye* is brilliant because underneath all the gloss beats a robust gaming heart. Rare have taken one of the most linear of all game styles and re-invented it as one you can play just like *Mario 64*. This isn't just an option, either, in there if you fancy, the kind of thing to do on a Wet Saturday just to get your money's worth. *GoldenEye* absolutely *demands* to be played and replayed and *replayed* until every last reward has been wrung out of it. Four challenge levels – incorporating a Kilimanjaro of a difficulty curve – 20 different cheats as rewards for specific level achievements, as well as a level editor at the end of it all to make the game infinitely hard – we are not in *Doom* clone territory here, that's for certain.

*GoldenEye's* been a game from day one. It's never been a 'concept', or an 'engine', or, God forbid, 'some product' – Rare know the things that keep gamers coming back and built every-thing else around that. Fortunately for us, not only did they get this first bit right, they knew exactly which bits of Bond we all want to be and made sure they were in as well.

*GoldenEye* will take the world by storm, and the features it introduces will be copied by games designers everywhere. While they're busy copying, they'll forget *GoldenEye's* finest and most important quality – that for all the visual and aural perfection, it's the game that's the lifeblood of it all.

Nobody does it better.

**JAMES**

### FROM WARWICKSHIRE WITH LOVE

The team at Rare are as fed up as anyone in Britain about the shoddy state of some PAL conversions. Hence, when they make a game for Nintendo, they make sure the PAL version is started early enough for a full-screen, full-speed version to be made. *Blast Corps* and *Killer Instinct* are been good examples of this.

The good news for British gamers is that PAL *GoldenEye 007* is no exception to this rule.Indeed, it'll actually be the best version of the game available. The superior line-count of a PAL TV means that more detail can be shown, and all the graphics will be displayed at a higher resolution. The game will run at full speed as well.

Three cheers for Rare, then.

**9 VISUALS**
Brilliant. You will have not seen better.

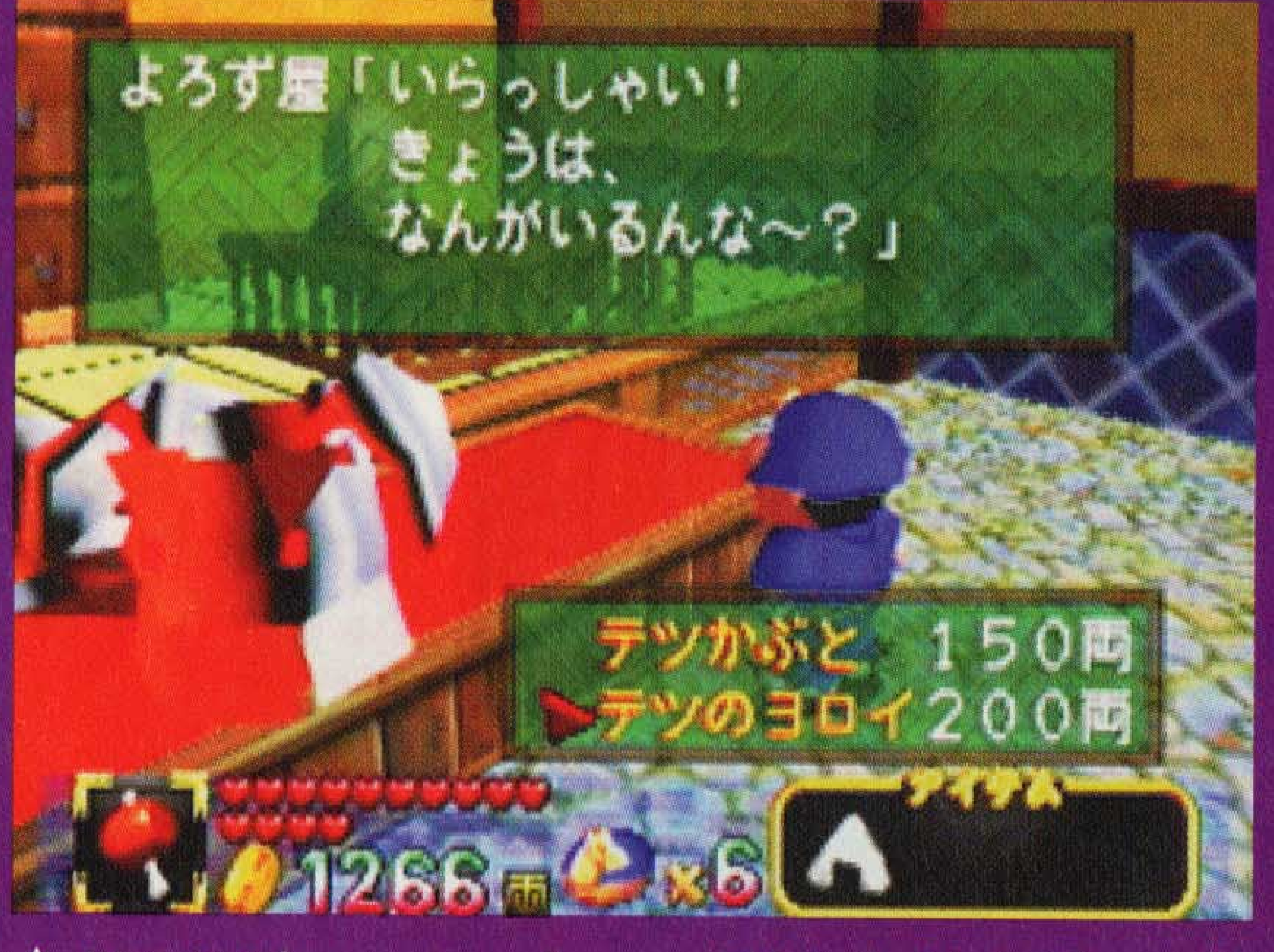
**9 SOUNDS**
Unsurpassed effects and *that* music.

**9 MASTERY**
The N64 used to full effect, and the *Doom* game taken to a whole new level.

**9 LIFESPAN**
A perfect difficulty pitch across the four settings and a brilliant multi-player mode as well.

**VERDICT**
Sheer, unadulterated Bond brilliance. You cannot buy better.

**94%**


よろず屋「いらっしゃい！
きょうは、
なんがいるんな～？」

テツかぶと 150両
▶テツのヨロイ200両

△ It's a text-heavy piece of work is Goemon – too heavy for us in places.

557
x9
あきらめないで

This is the kind of heroic action we like from our N64 characters. ▷

# GANBARE GOEMON

**They don't call it *Goemon: Neo Momoyama Bakufu no Odori* for nothing, you know.**

| Ganbare Goemon | | |
|---|---|---|
| KONAMI | | |
| Out now | 128M | 1 |
| TBA | Controller Pak back-up | ~~No cartridge back-up~~ |
| ¥8900 (Approx £45) | | |

▽ A few practice strokes never go amiss, you know.

△ Our hero is presented with a puzzle. The clue's in the arrows.

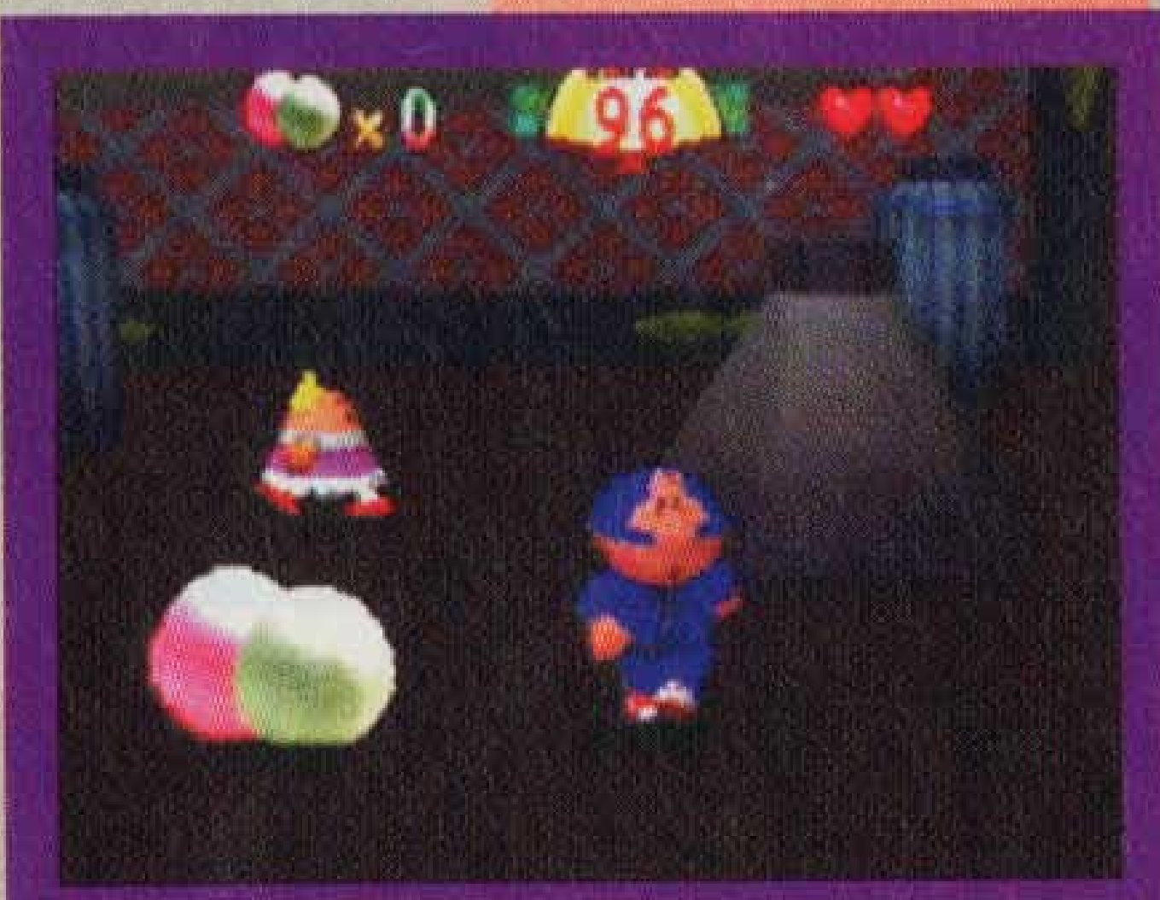
◁ Sadly, the camera flexibility isn't quite up to the SM64 standard.

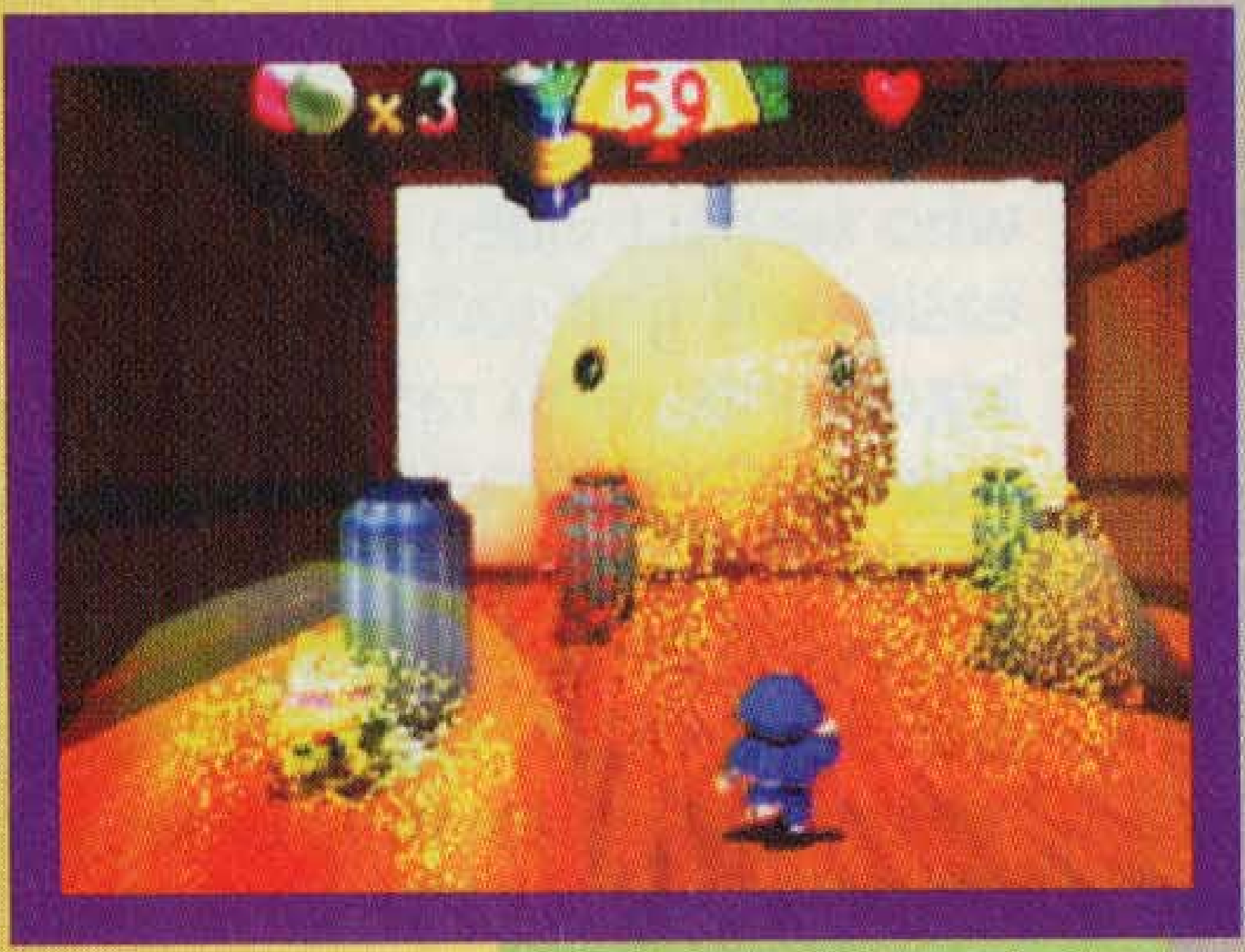
# OH MY HEAD...

Question is, how does it play? What do you actually have to do? As you can see from the gaming snapshots below, *Goemon* is a mixed bag of sub-games, RPG story breaks and stick-snapping 3D platform action. But just because it's all one cart doesn't mean it all has to make linear sense. This, possibly, is what endears it to us...

## weird!

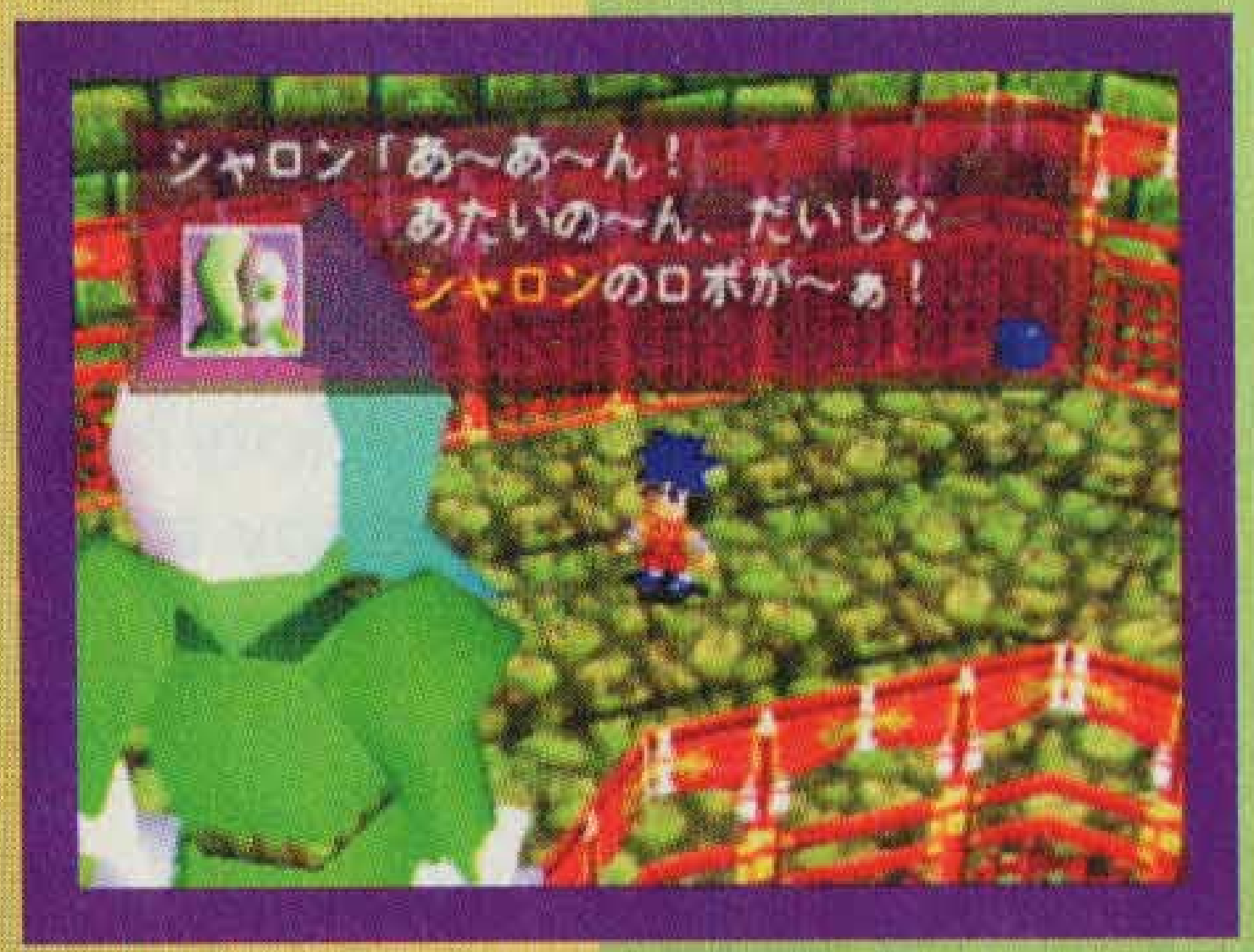
*To discover his miraculous shrinking powers, for instance, Ebisumaru must first steal eight pills from the medicine cupboard of a giant odd bloke (at least, that's our take on it). Every so often this giant will open the cupboard and peer in...*



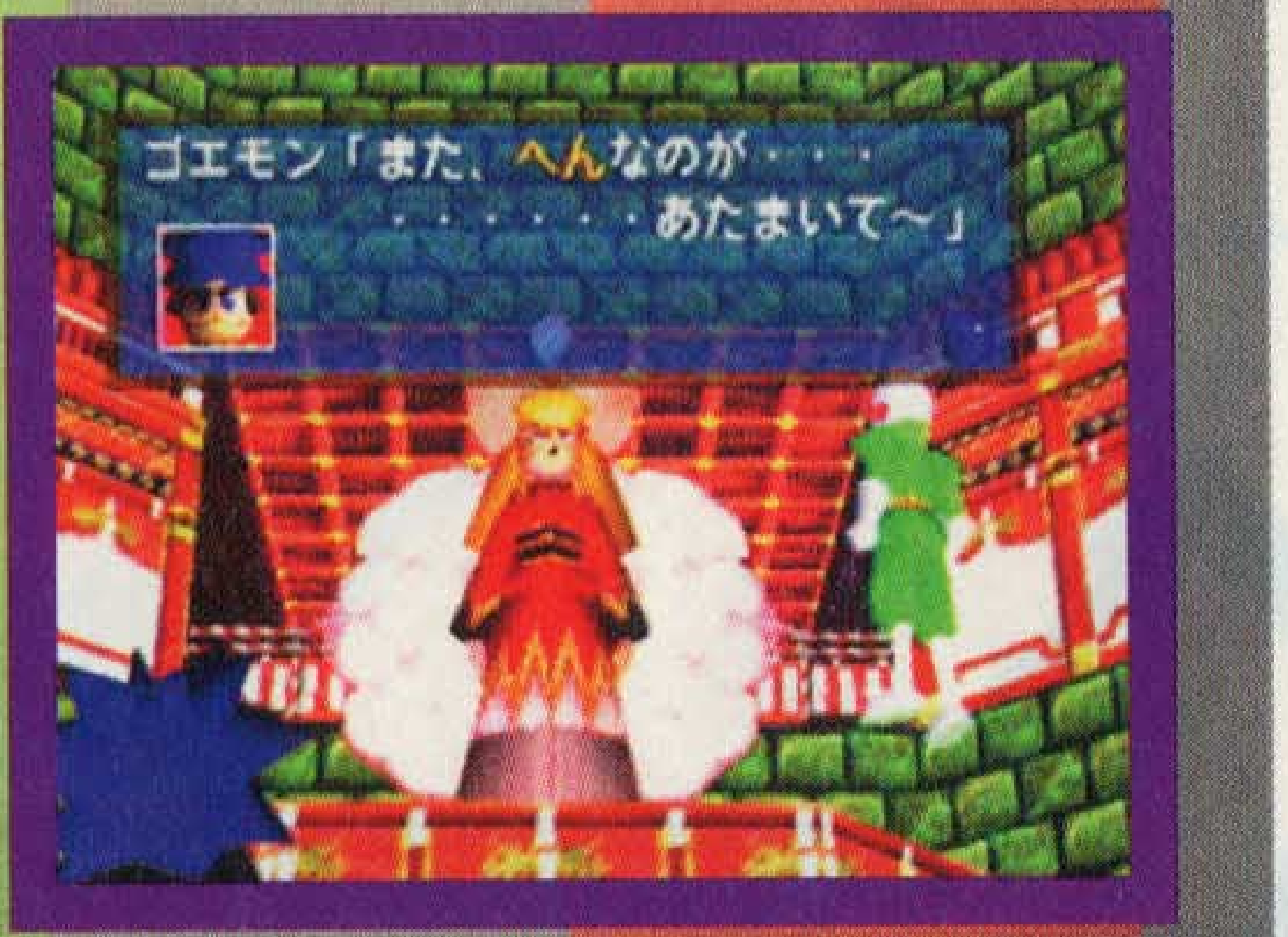


*... Whereupon Ebisu must dive into hiding. If he's careless enough to be discovered, see, an angry shower of dynamite rains from the ceiling. Now what are the chances of that happening, eh?*

## cheered!


シャロン「あ～あ～ん！
あたいの～ん、だいじな
シャロンのロボが～ぁ！

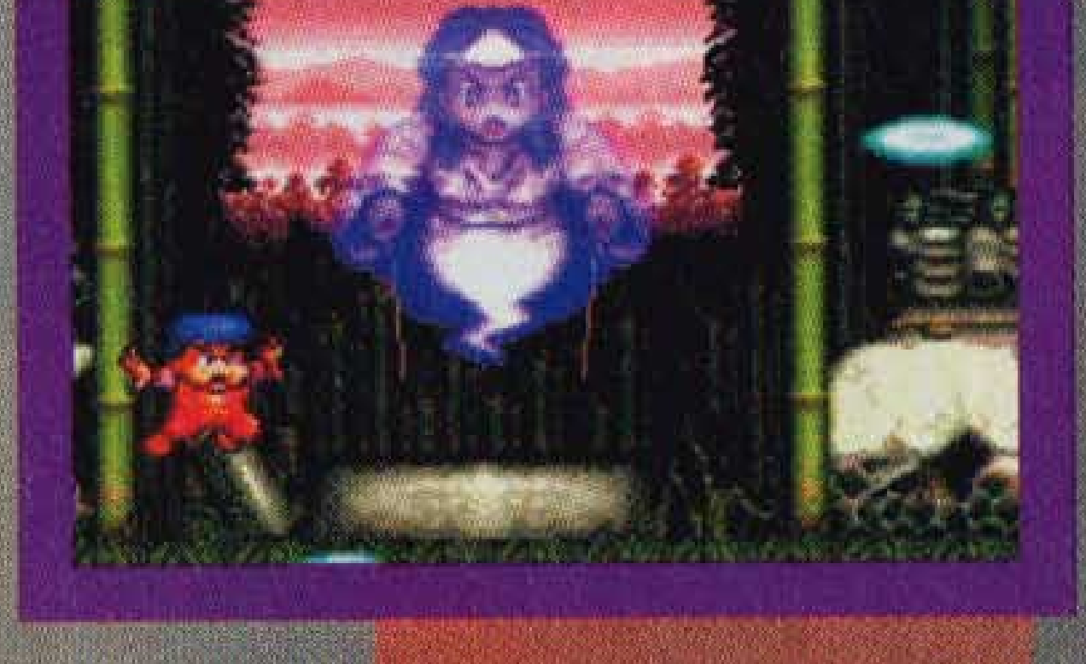
*The plot revolves around sinister alien invaders, whose UFO makes a timely appearance as Goemon and Ebisumaru are being chased from an unknown establishment. We haven't wanted to question why they're hurriedly pulling their clothes back on.*

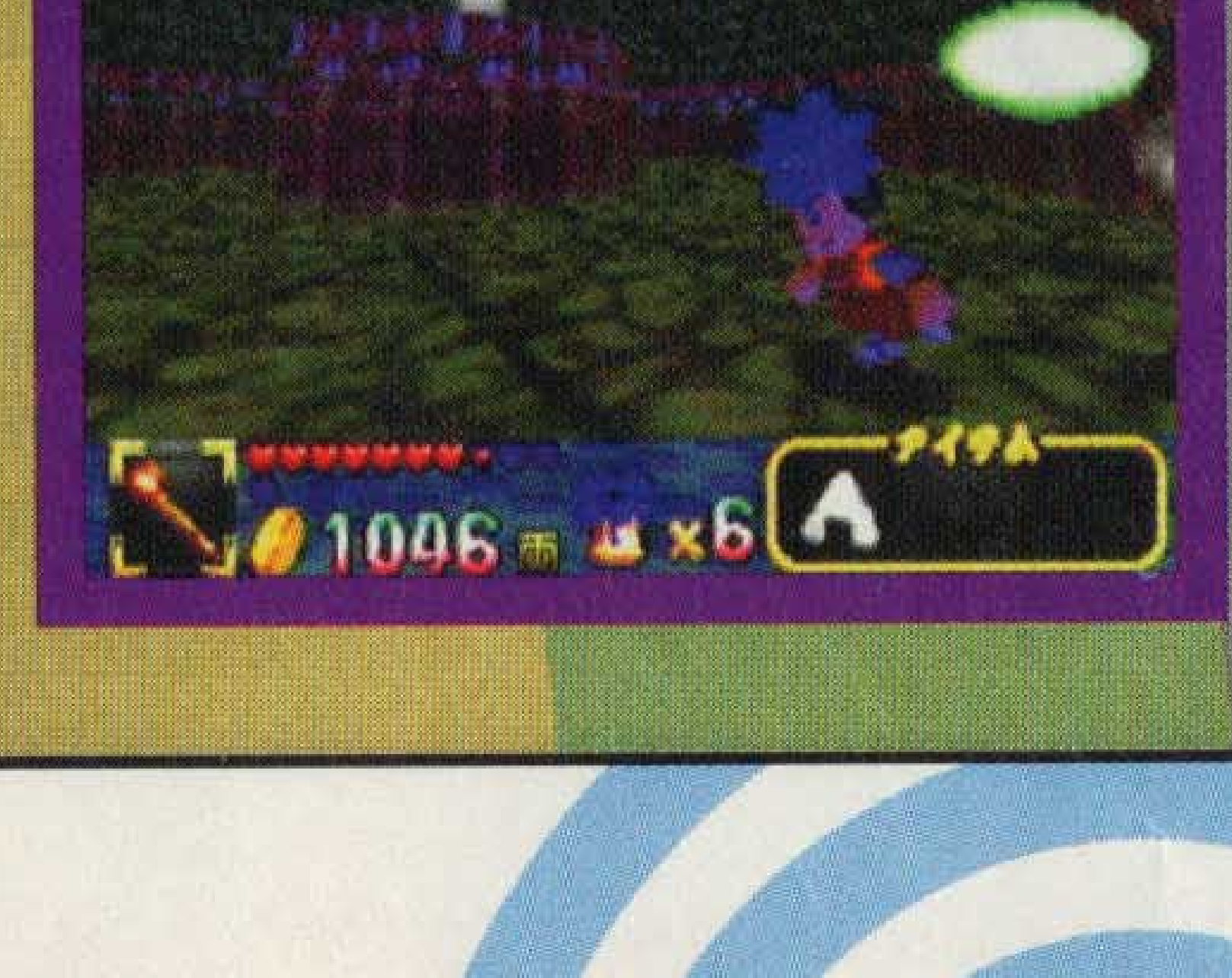

ゴエモン「また、へんなのが・・・
・・・・・・あたまいて～」

*When you actually meet these aliens, though, the whole encounter turns into a sit-com, with sinister canned laughter accompanying the (presumably) hilarious lines delivered by Goemon and his associates. A bit like Seinfeld, but with giant robots. That crazy hipster doofus.*

## beard!

*Are you old enough to have played the first* Ganbare Goemon, *translated for the UK and released on the Super Nintendo as* Legend Of The Mystical Ninja *(1991)?*



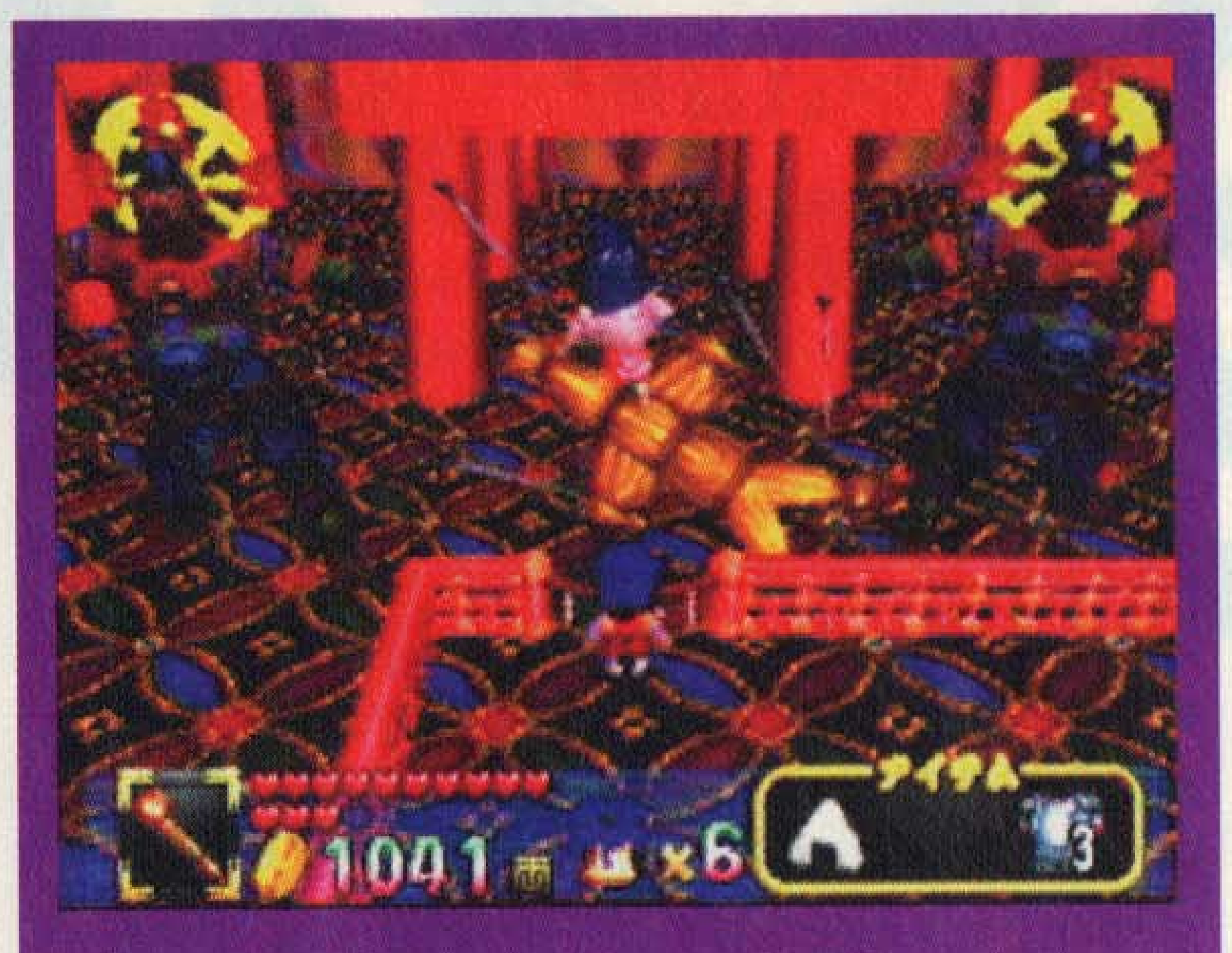


*Then you might recognise this 64-bit reincarnation of that game's very first boss, the ghost lady who attacks with spinning plates. Run around the arena to dodge her green china, but keep an eye on those projectiles. The well-timed reply of your sturdy pipe will bat the red plates back at her.*

Oh, this is embarrassing. Our coverage of the latest *Goemon* game doesn't exactly adhere to N64's 'reviewed, rated and completed' policy, to be perfectly up-front. We've got a fair way in – possibly 50%, according to the map – but we're stuck yet again, thanks to the game's brief but regular NPC-talky-towny RPG aspects.

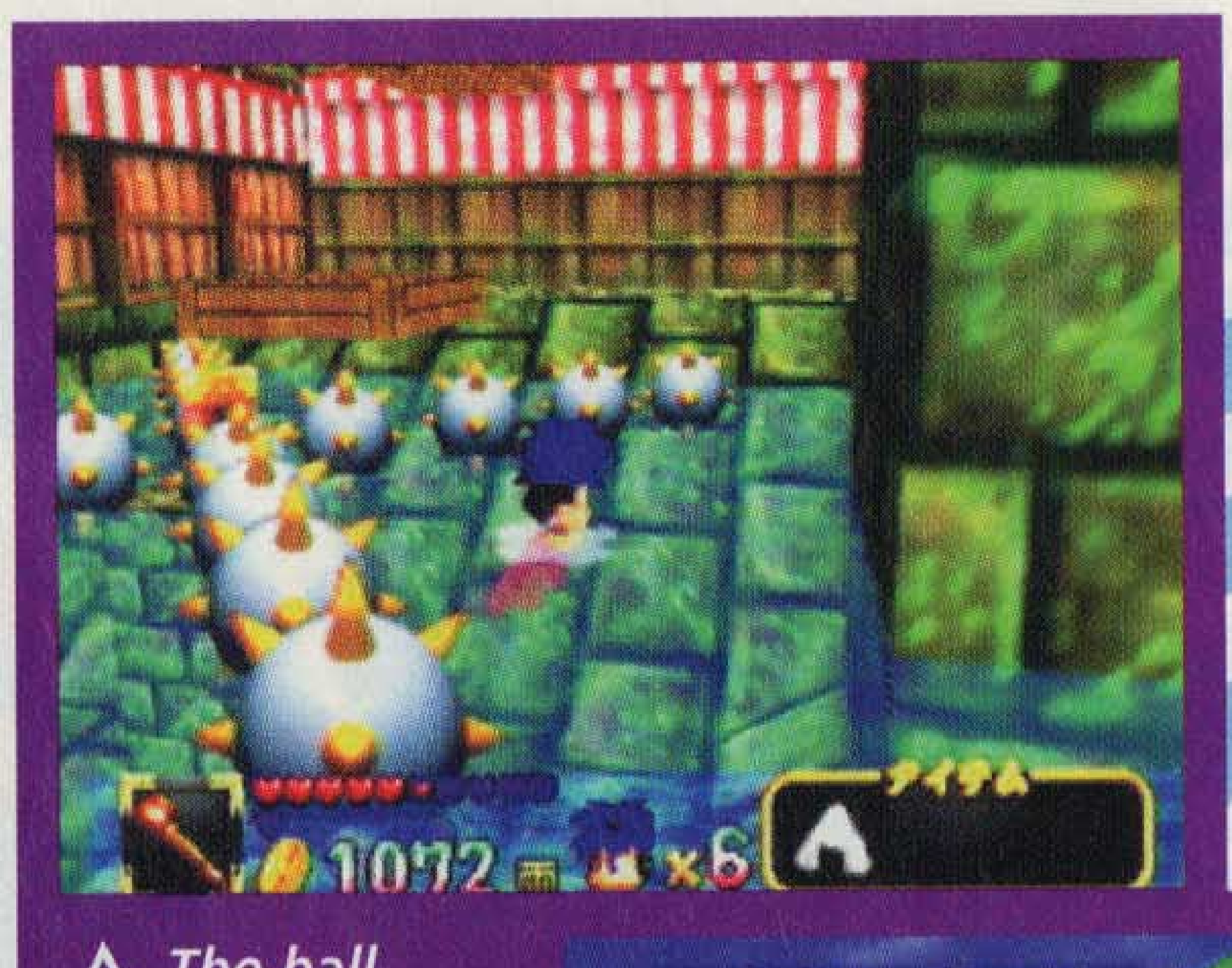
With more inspiration and fewer deadlines we might get a little further, but let this be a warning to you. DON'T buy *Goemon* on import unless you can confidently read Japanese. We've been getting calls from distraught players all week, helping where possible, and although I'll do my best to have some tips for the impetuous in a future issue, I can't guarantee it.

When it's not bewildering you with canned laughter or sampled vocals (we've seen two full-blown song sequences already), *Goemon* imitates the 3D platforming and exploration of *Super Mario 64*. Comparisons are inevitable, and it has to be said that Konami's world isn't as smooth or well-crafted. The textures

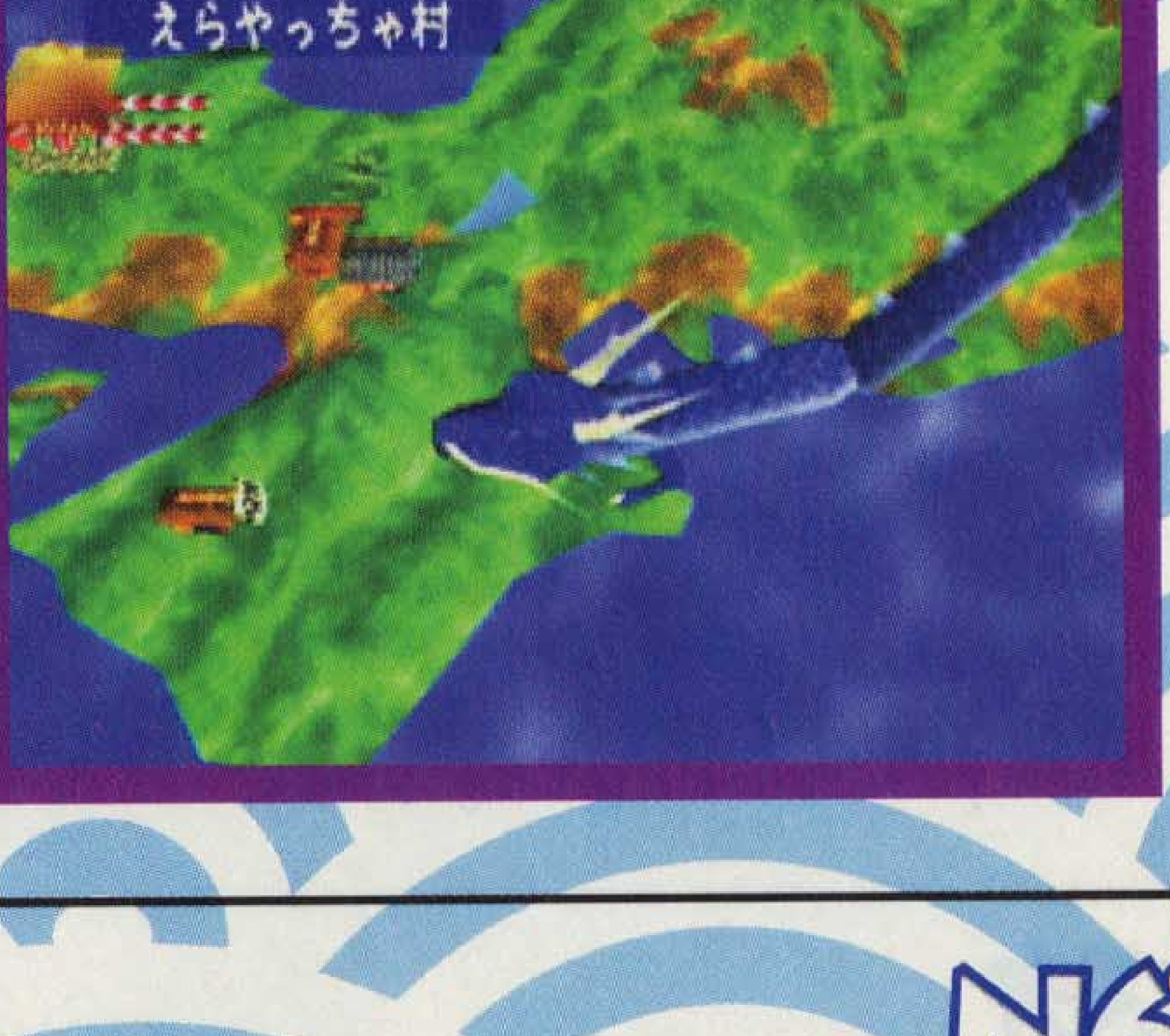


△ *A semi-naked man with a hood on his head. Hmmm.*

GO! GO! ▷



△ *The ball cross rotates in a section full of platform game staples.*



*Call up the dragon to fly you between map locations.* ▷

**THE REAL GOEMON**

A Japanese Robin Hood, in a sense, the original Goemon was a very real figure from Japan's Edo Period (the late sixteenth century, in our calendar) but the details of his life have been obscured somewhat in his ascendence to the status of folk hero. Although born to a respectable household, Ishikawa Goemon stole from his master at the age of 16 and added murder to his list of crimes when he evaded arrest. He was forced to live the nomadic, fighting life of an outlaw, and in his N64 rendition you can still identify his hakama – a sort of kimono for men – and tatami slippers, the traditional traveller's footwear. Not a pleasant chap, then, and quite unlike the hero of video games, manga and Kabuki theatre, but he did have an artistic bent.

The Emperor's soldiers finally captured Goemon and his son in 1595, wherupon both were sentenced to death. Goemon calmly awaited his grisly execution in a cauldron of boiling oil by composing a now-famous poem. You can hear those very words in this game's intro sequence, albeit voiced in the style of an entire tackily-cool Seventies anime theme song. Karaoke, anybody?

**100 VIEWS OF MOUNT FUJI**
Having trouble waking up Sasuke? What you need to do is to find the pool in the desert, pick up that roll of film (we assume that's what it is) and then use Ebisu's camera to take a picture from the top of the tree in the lake. I merely stumbled across this because, well, having climbed all the way to the top to find absolutely nothing there, it did at least seem like a great view for a snapshot...

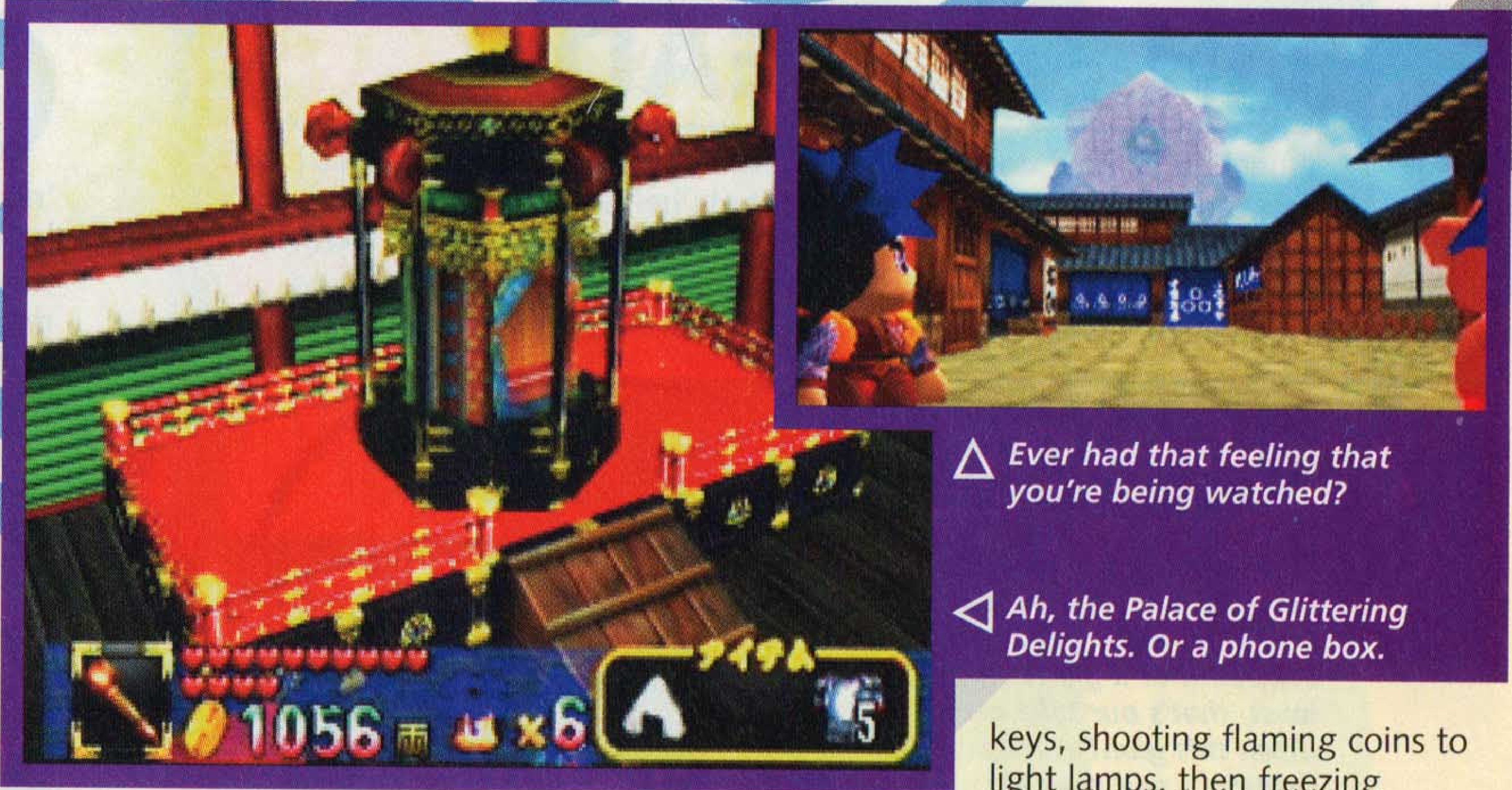
**SPARE 50P, GUV? AKKI**
On the southern island you'll discover a location marked with a huge red torii gate. Climb all the way up, through five sections, and use Goemon to throw five coins into the shrine at the top. Now, when you hold down B to charge, those coins will have fiery potential.

are quite delicious: they capture the flavour of Edo period Japan to evoke a perfectly conducive atmosphere, so that you don't really mind the repetition of many features. Traditional shrines, courtyards, sliding paper doors, the π-shaped torii gates – it's all very charming, and shows that the N64 isn't limited to Mario's primary-coloured, cartoonland fun.

## DANGO ('DUMPLINGS')

Still, you often get the impression that Konami's code-bods have been just too damn ambitious. Enter one of the big city complexes and the frame rate slows to a chugging pace. Outside in the wilderness, the marvellous sense of freedom is insidiously undermined when you realise there's not much to do except follow the suggested path and whack a few critters on the way. And the effort expended on every location, from unimportant temples to rolling landscapes, also makes us suspect that – oh – it's not that enormous a game, either.

No matter that you swore at Lakitu and wrestled with his controls in *SM64*: this will make you appreciate just how much effort went into him. *Goemon's* camera constantly attempts to swing back behind your character, even though you'd quite like a sideways skew to make that tricky jump between moving platforms. Clipping errors are commonplace, with the viewpoint barging through solid objects or sticking obstinately in that dark void beyond the walls of the level. It's all too easy for wandering enemies to suddenly drop on you from just off-screen, and combat can be annoyingly scrappy when it should be fun.



△ *Ever had that feeling that you're being watched?*

◁ *Ah, the Palace of Glittering Delights. Or a phone box.*

## ONIGIRI ('RICE BALLS')

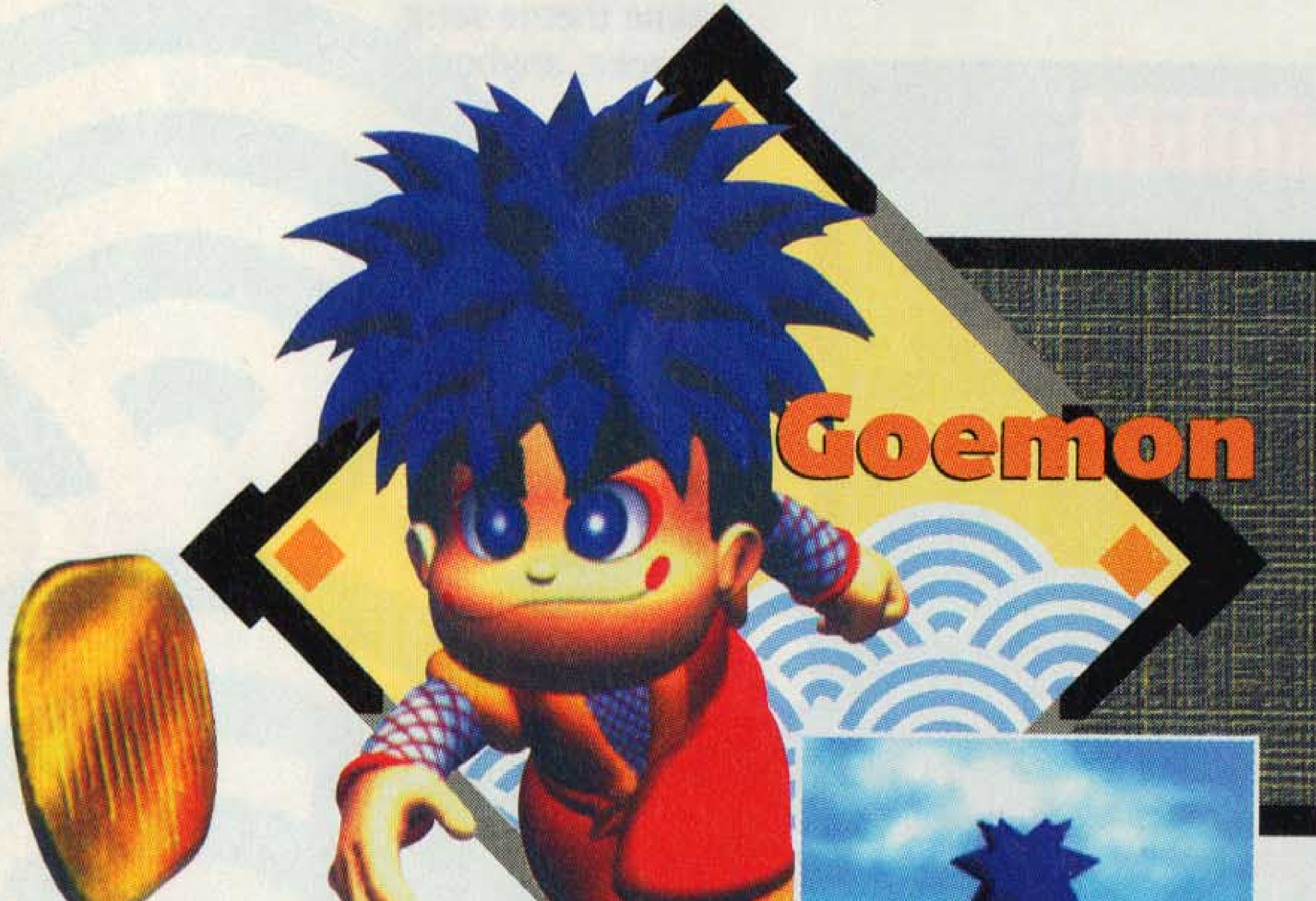
Fighting, talking, puzzling, shooting – you never know what you're going to be doing next in *Goemon 5*. The finest moments are probably its 'dungeon' sections, oddly reminiscent of old-style *Zelda*, where you gradually unlock a multi-levelled stronghold to defeat the boss. You might have scoffed at the simplicity of some *Mario 64* teasers, but Konami have managed to recapture more of that sophistication found in the best 2D platformers and action RPGs. Crossing chasms with a hookshot, finding maps and keys, shooting flaming coins to light lamps, then freezing elevators with your ice darts to build an impromptu staircase – it's all here, and all in 3D, and it works a treat. Those who suspect video games are getting easier will find rocket-grade fuel for their arguments, with rather clumsy loops and regenerating treasures letting you help yourself to money and health indefinitely. But you'll be delighted by the sheer number of little 'secret bits' and minor rewards so profoundly lacking in *Mario*.

## WASABI ('GREEN RADISH PASTE')

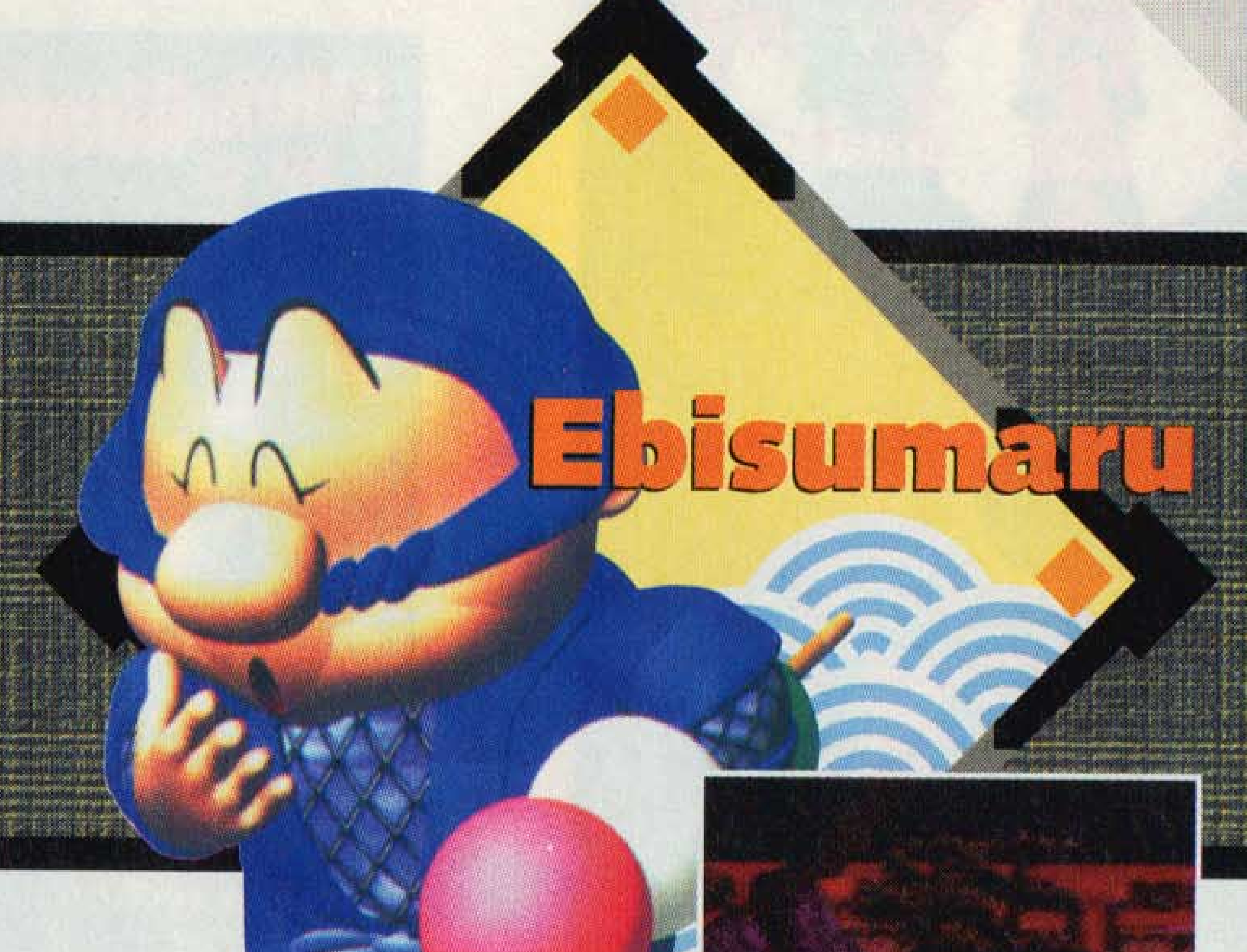
You can't review a *Goemon* game without the word 'bizarre' sailing past on the back of an electric whale. On a purely personal basis, I long for more games that dare to mess with your head. Whatever happened to imagination, eccentricity? Not so many years ago we were happy to play games

## The merry wo/men

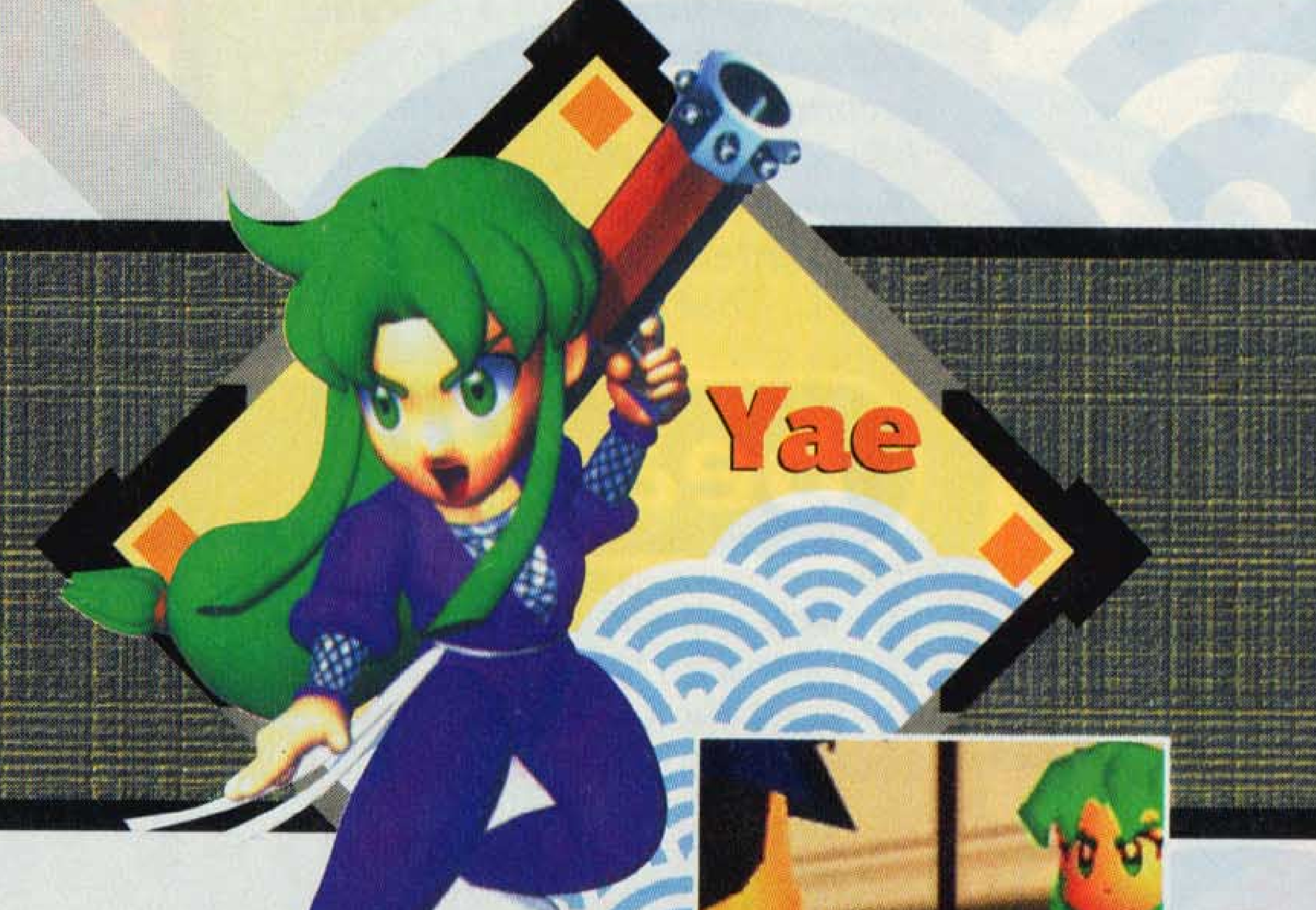
**They've all got different characteristics and abilities, and, once you've found them, they're all available for you to 'be'.**



Based on a popular figure from Japanese folk tales (see previous page), the little thief gains his hookshot by climbing the volcanic retreat of a wise pipe-smith. His 'Son Goemon' ability transforms him into a spiky blond powerhouse á la Dragonball Z.



Goemon's mince-mongous sidekick fights with a mallet and possesses the most outrageous 'duck and crawl' ability you've ever seen in a video game. That's not his hair, by the way, but a blue bonnet tied comically under the nose. Yes, oh-my-sides, hilarious.



The green-haired ninja girl fights with a katana, and is just about the rock-hardest character of the bunch. Kerching! Enemies don't just vanish, they split in two and fly apart with brief expressions of anguish. So we use her to kill things. Everything we find, in fact.

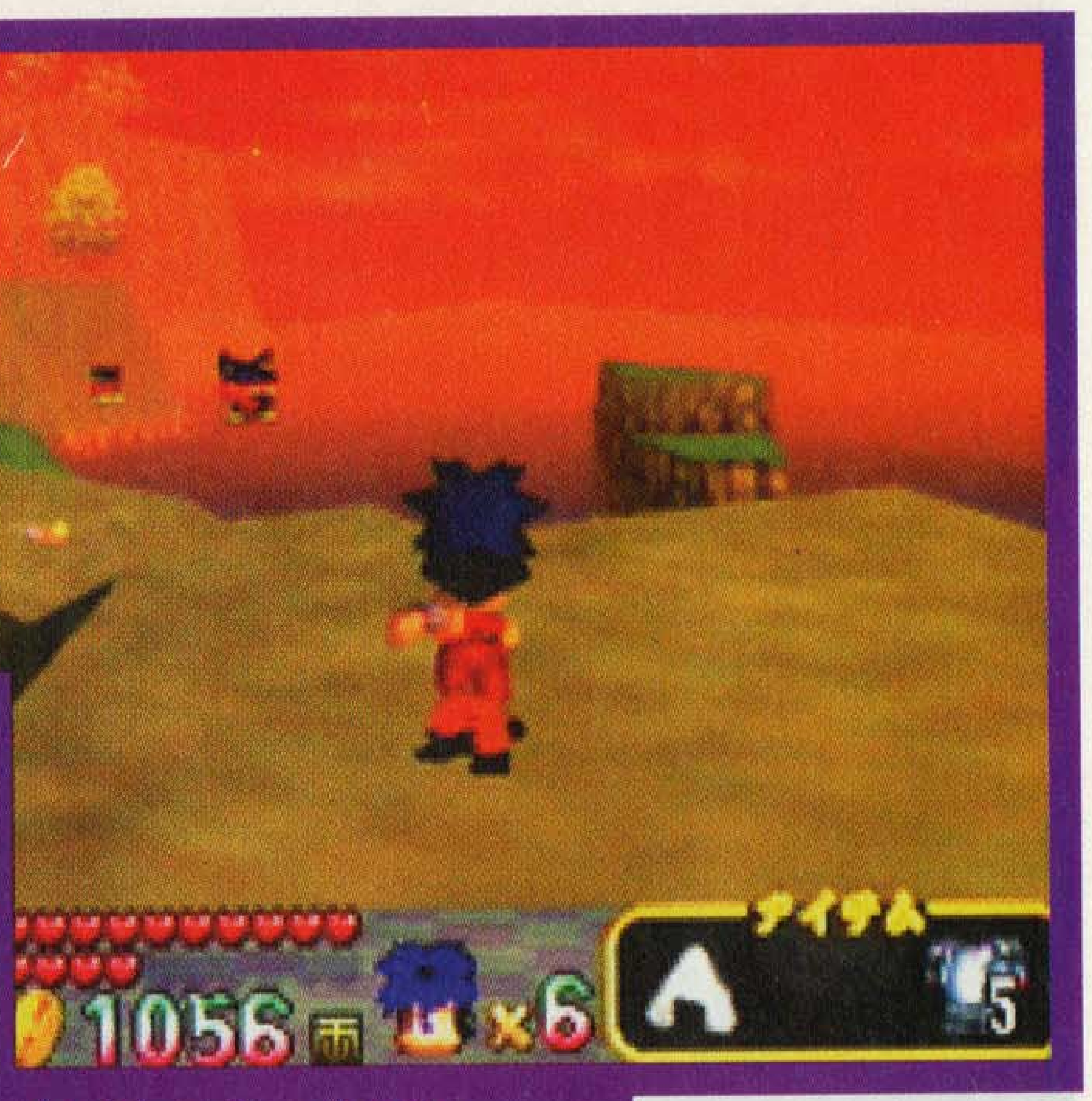
with llamas and pi-men, rarely batting an eyelid when a giant chicken floated across a starfield. "Ah, chicken bonus", you'd say casually, because surreal abstraction was commonplace. Nowadays we're lumbered with consumer profiles and play-safe marketing wisdom that decrees certain games are too weird, or too risqué, or even too Japanese, for the British palate – as if these were somehow negative qualities. (You can occasionally spot the people responsible, who give themselves away by referring to video games as 'products').

Not everyone shares my view, so this is Warning No. 2. Although quite restrained in comparison to earlier instalments, there was a moment in *Goemon 5* when Wil and I just looked at each other and went "Uh-weurgh!" Excellent.

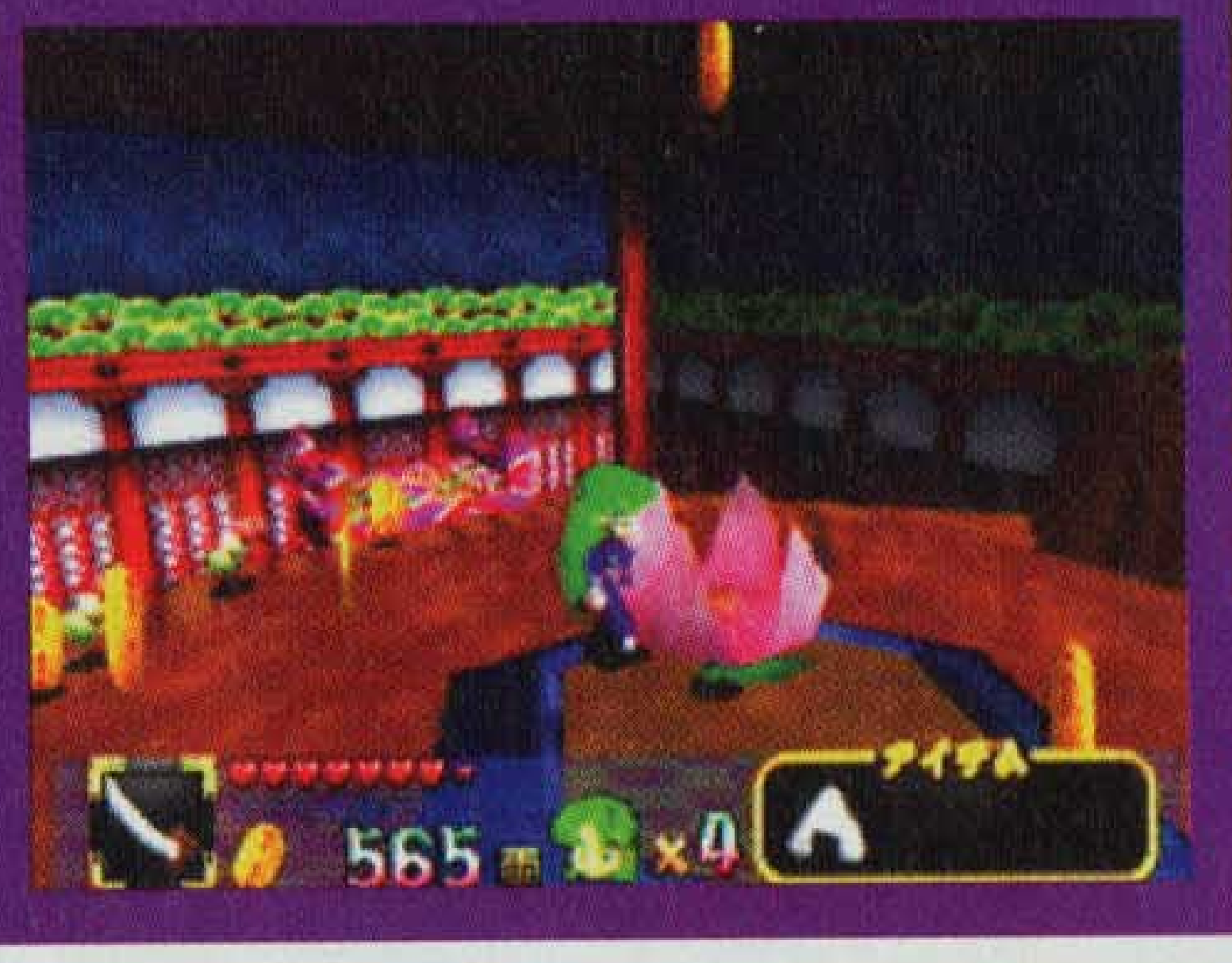
## NORI ('SEAWEED WRAPPING')

On the one hand, you can't help missing some of the expressions and humorous details that were possible with intricate 16-bit sprites. On the other, it's good to see something so refreshing happen to a series that had grown tired and stale. This is still 'first-generation' N64 software, with a shiny button of success for every frayed crotch-seam of failure. And because it fulfils so many of your expectations for 3D platforming and action roleplay, you might not truly appreciate that it's unlike much you've played before. So if a translation ever surfaces (which is looking increasingly likely), you can rest assured of our further coverage and judgement. That final score may change yet.

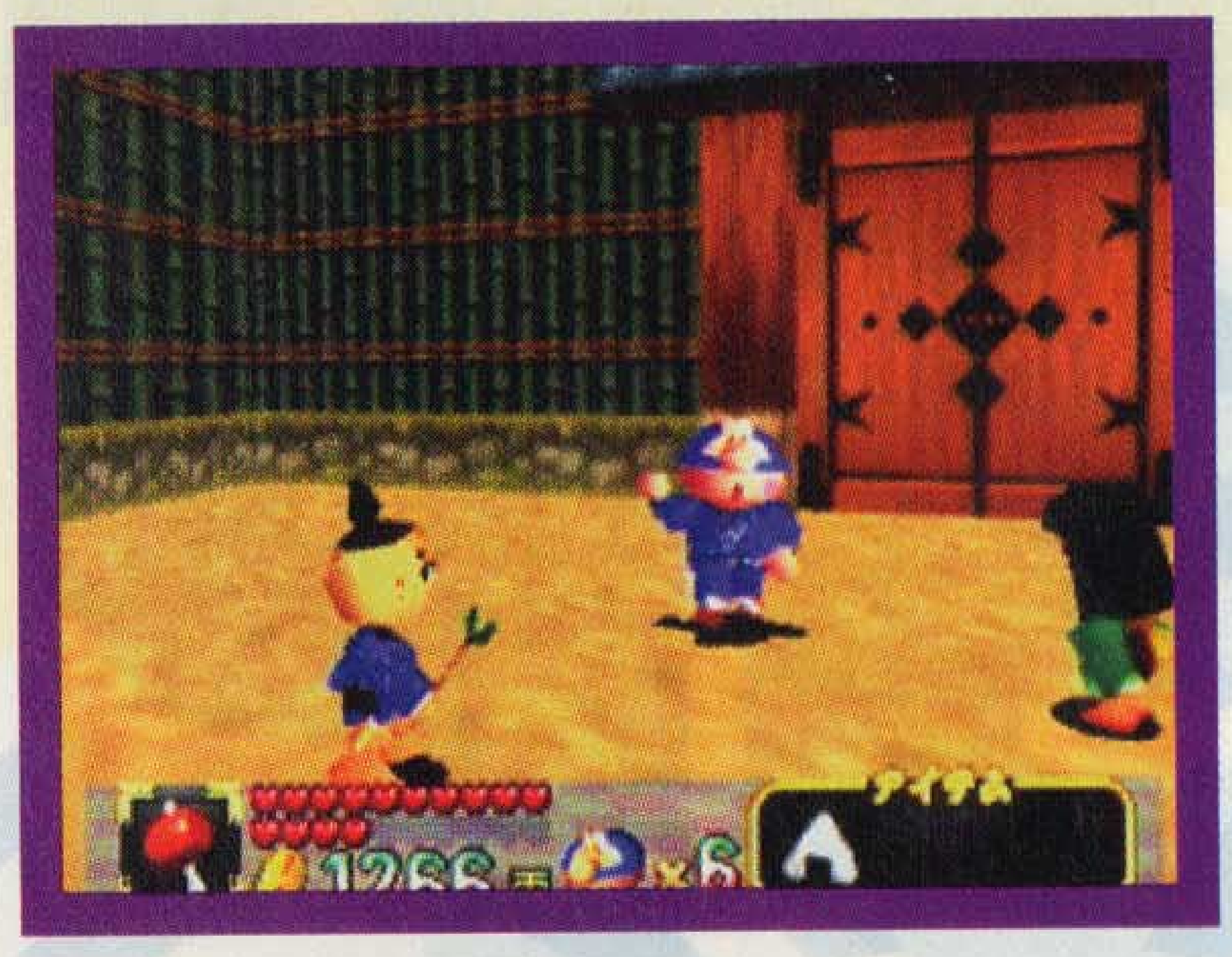
**ZY**



△ When the situation allows, you can see a long way into the distance.



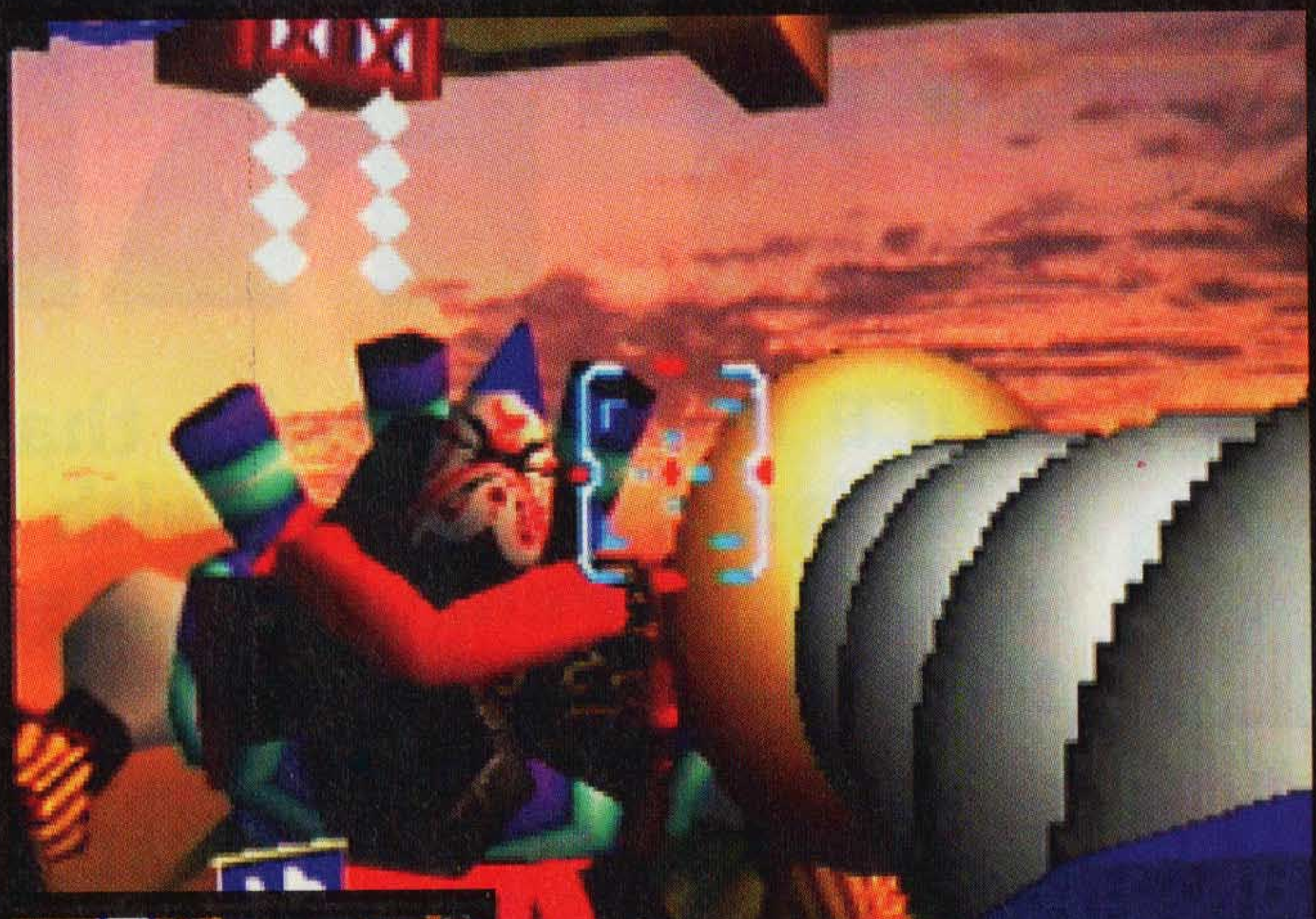
The camera comes a long way back to give the whole picture. ▷



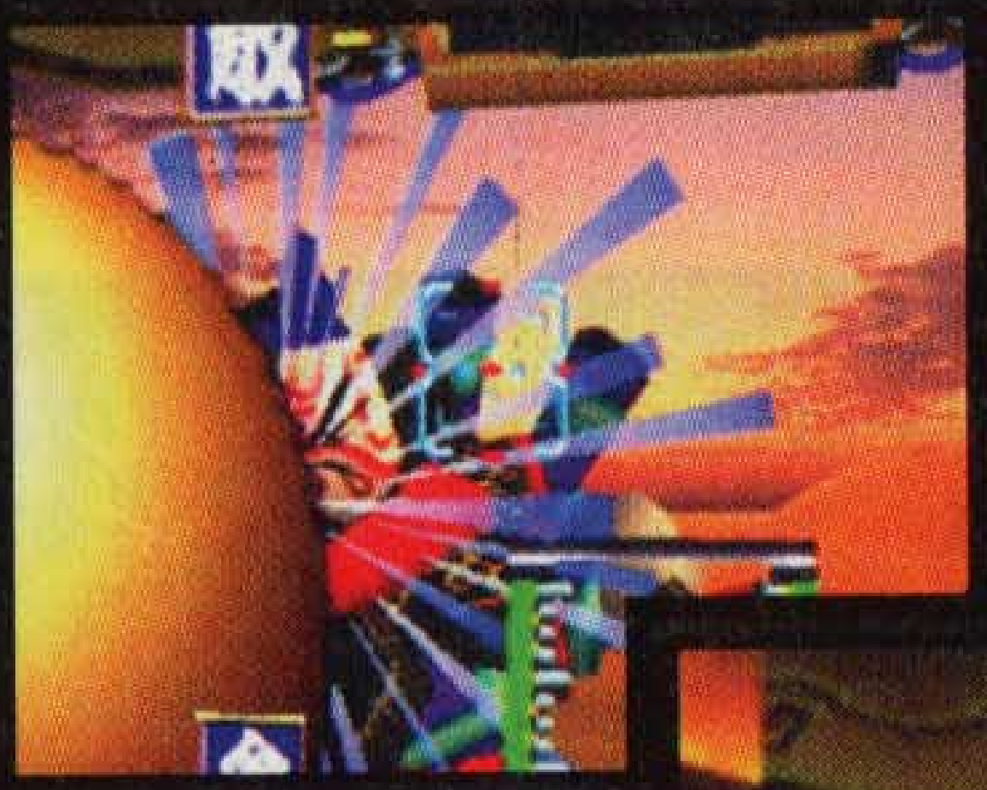
If he moves strangely, it's because he – er, it – is actually supposed to be a robot. Susuke's second weapon is the bomb, incidentally, and you'll need it to blow away those troublesome white double doors.

## GOEMON IMPACT

First introduced in *Ganbare Goemon 2*, the giant mecha called Goemon Impact makes a startling re-appearance when summoned by a good honk on the old mystic conch shell. It's all a parody of Seventies mobile suit anime, of course, right down to the suspect pop song and glorified boarding sequence, but old Super Players ought to get the gag. Actually, there can't be anyone who'd sit through this without sneezing coffee or looking on aghast at the style atrocity.



△ A quick blow to the face with the old extendable fist on a stick thing.



△ "Ker-thwack! And then all this blue stuff came out!"

These games designers, they're just soooooo predictable. ▷

△ Race along here trying to jump over the housing obstacles.

### ACCESSIBILITY

Action sections might speak the universal language of video games, but the RPG elements will probably have you impossibly stuck within a few hours. Sorry.

### 8 VISUALS

Sumptuous locations, but some neck-jarring camerawork. Motion sickness ahoy.

### 7 SOUNDS

Chippy but chirpy – that MIDI touch of revamped SNES themes, yes – but you'll be joining in, karaoke-style, if you get the joke.

### 8 MASTERY

In design, it truly grasps what the N64 is all about; in execution, technical flaws often fail its 3D ambitions.

### 7 LIFESPAN

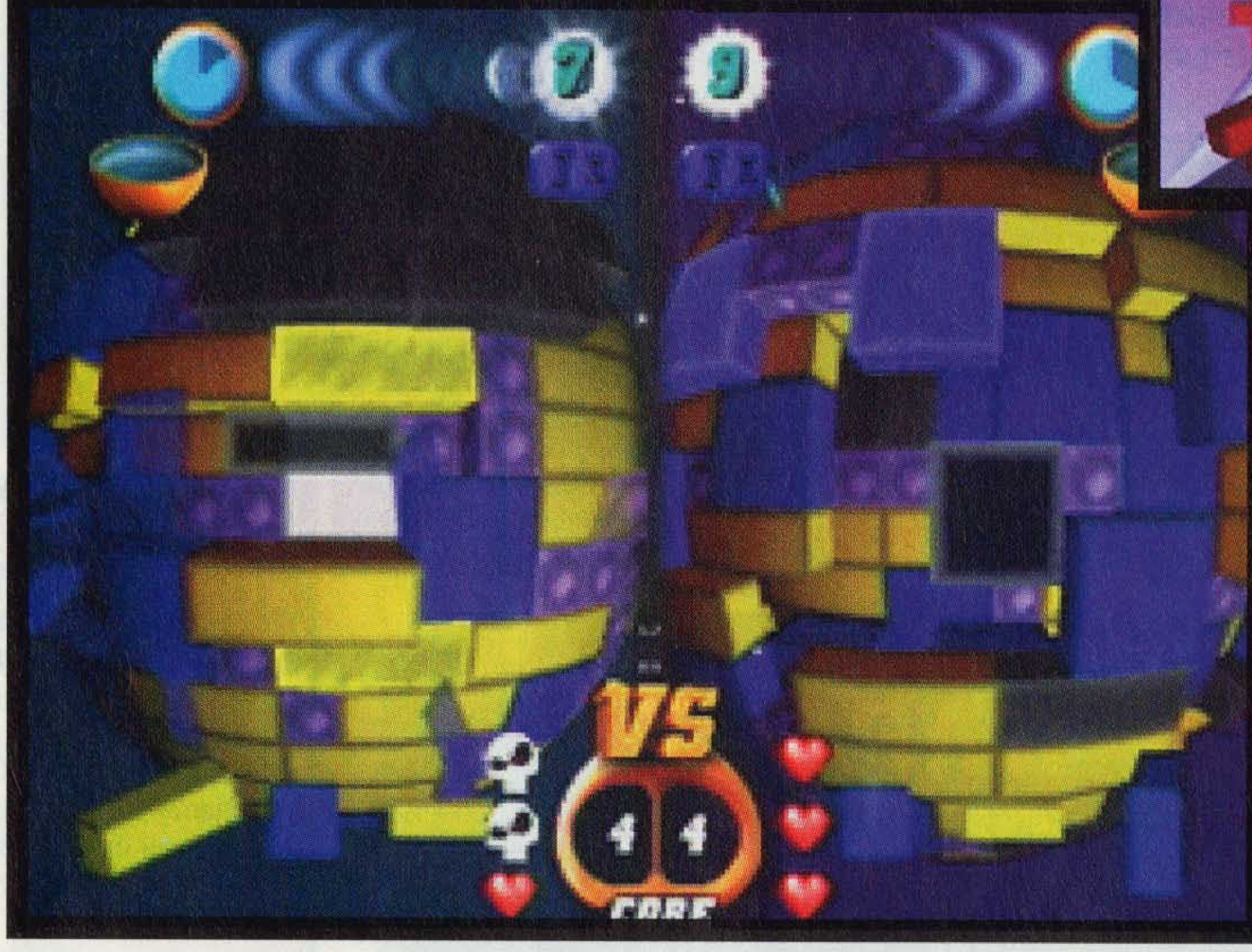
As we honestly pointed out, we're not certain. But it's not looking 'epic', shall we say?

### VERDICT

Brilliant and frustrating, ultimately lightweight, this devilish little platform/shooty/action RPG thang almost delivers the goods.

**80%**

"When shall we three meet again?"
"There's seven of us."
"Oh. Er, right."
It would be tempting to caption this as "a load of old balls", wouldn't it? But that would be woefully inaccurate. There're only two.



12
CORE
30 540
3 200

"What's going on? I can't even see!"

Rescued by dint of thorough core breakage. Fly away home!

It's a close one, this. Were James playing, he'd be shouting an awful lot by now. He gets it from Tim.

Squint your eyes and it looks a bit like William Hague.

DRILL
1:2
44 300
300

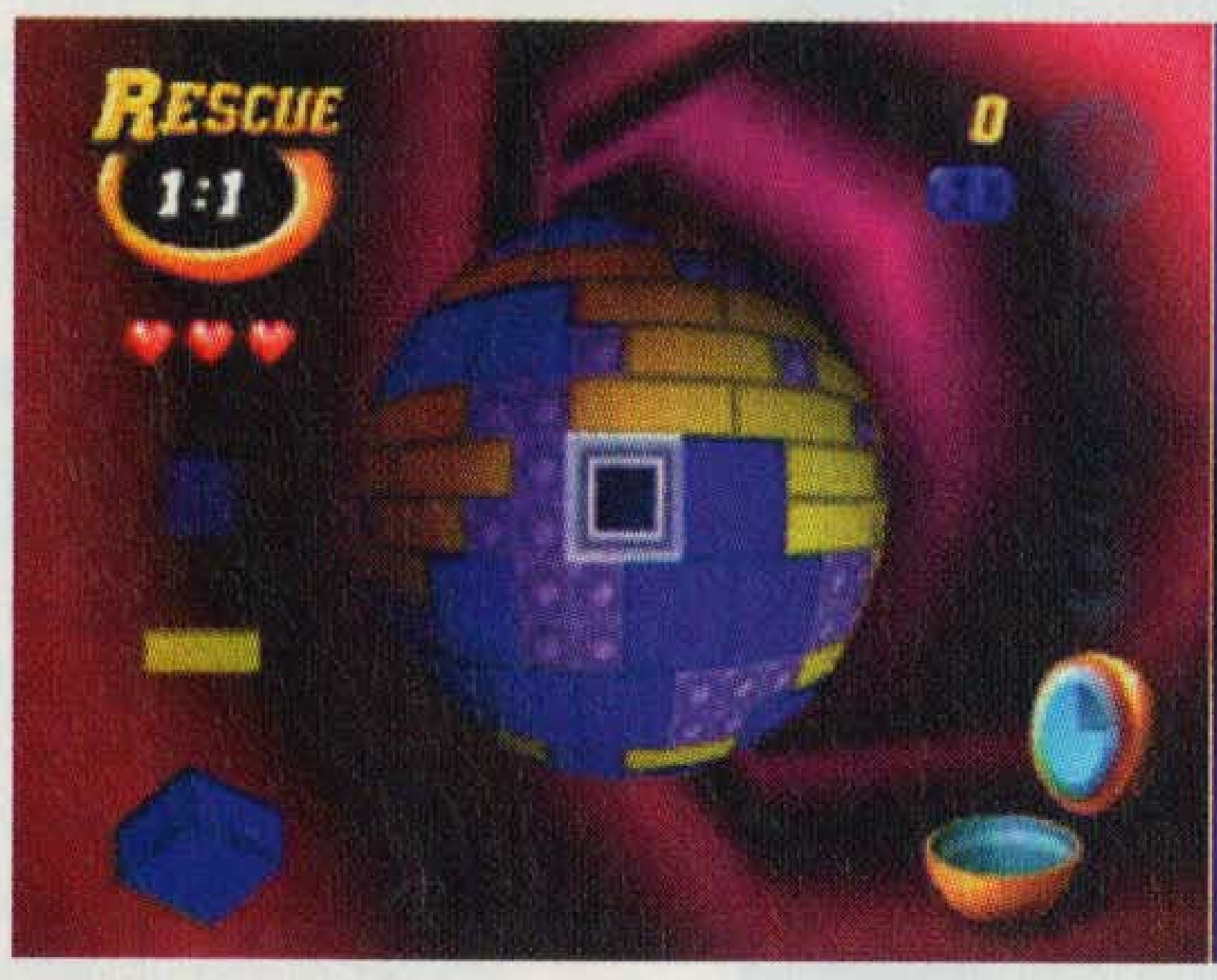
# TETRISP

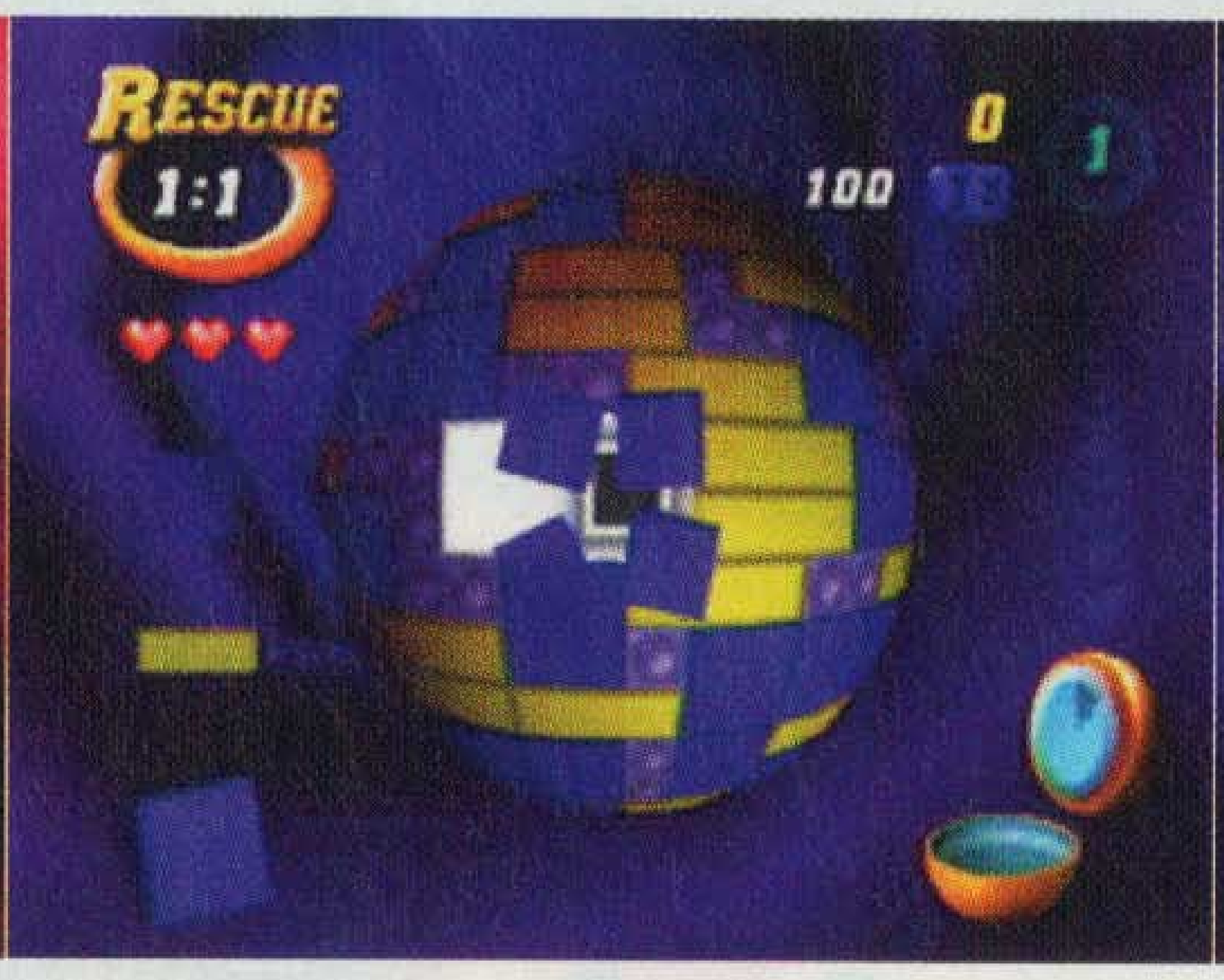
| Tetrisphere | | |
|---|---|---|
| NINTENDO/H20 | | |
| Out now | 64M | 1-2 |
| Winter | ~~troller Pak back~~ | On-cartridge back-up |
| $70 (Approx £45) | | |

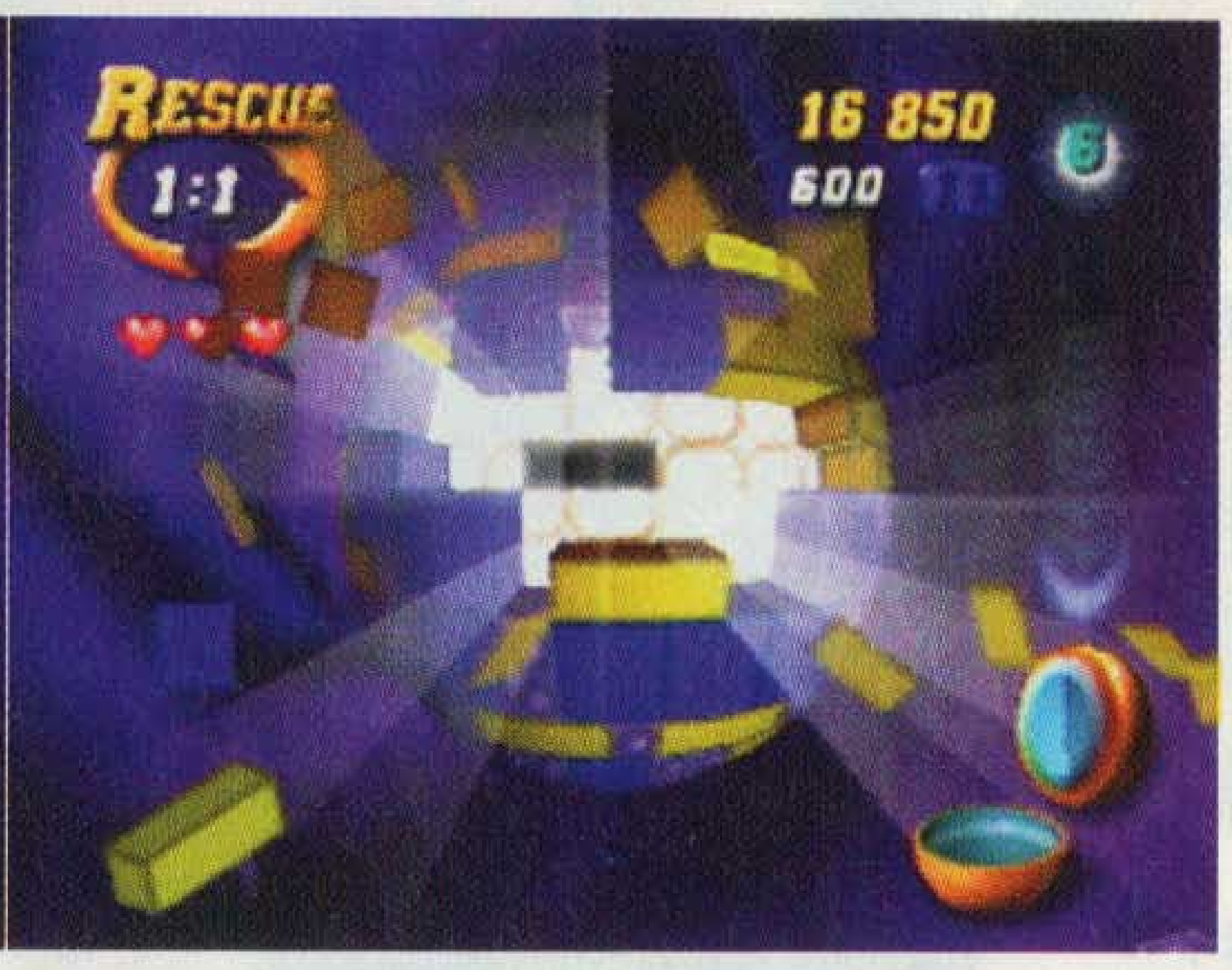
**"NICE JOB!" And with that, *Tetrisphere* arrives at N64 Towers, jostling with James's "Get IN there!" and Wil's "Penguin incident!" for Catchphrase of the Hour.**

## HOW TO PLAY TETRISPHERE

Here's a small step-by-step guide to how to play *Tetrisphere,* à la Blue Peter. No John Noakes, but here's one we made earlier. Down, Shep! etc...





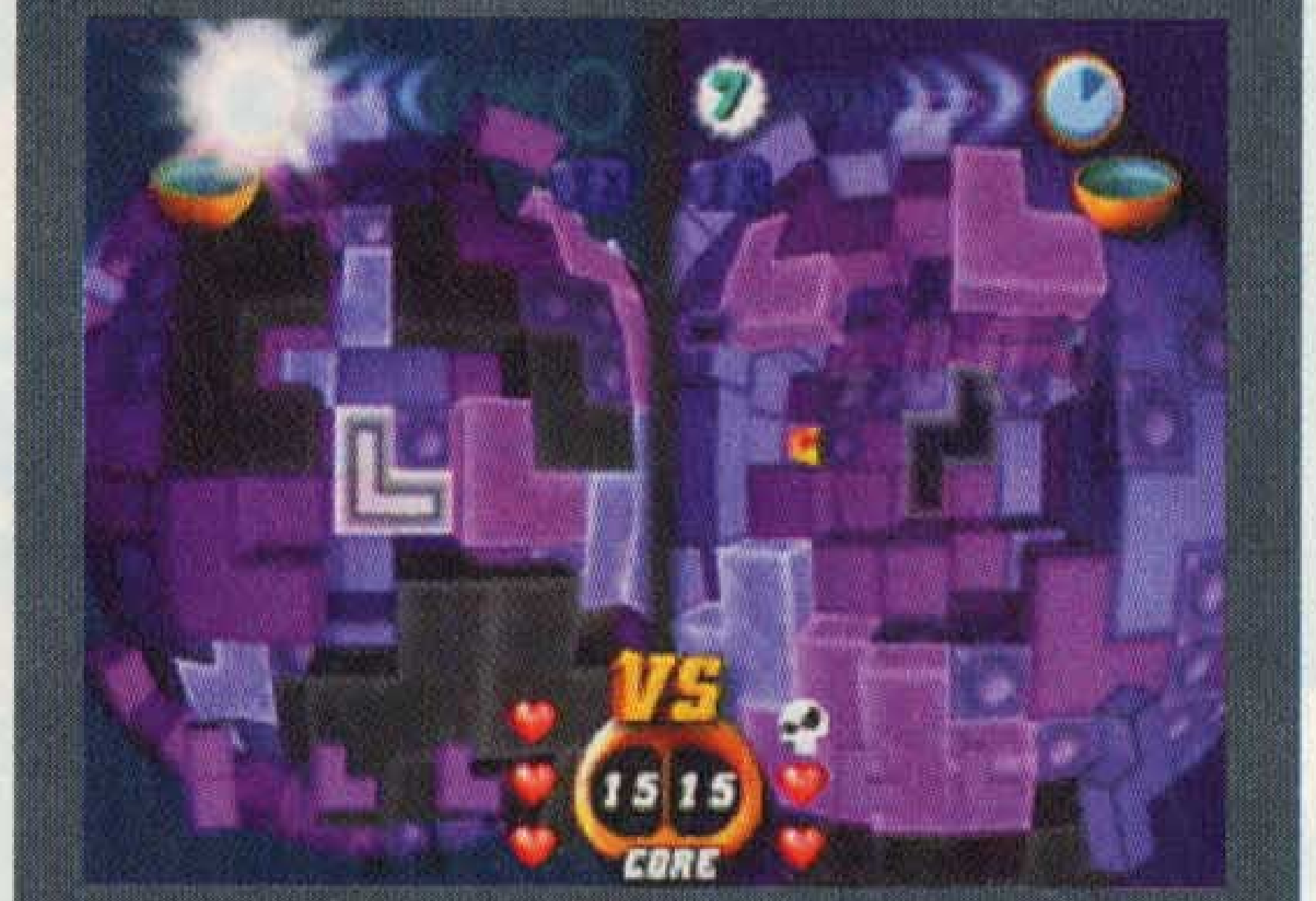


1 Your first piece is indicated in the bottom left corner; it's a square. Move its shadow over the sphere until it's highlighted. It must be adjacent to an identical shape for this to happen.

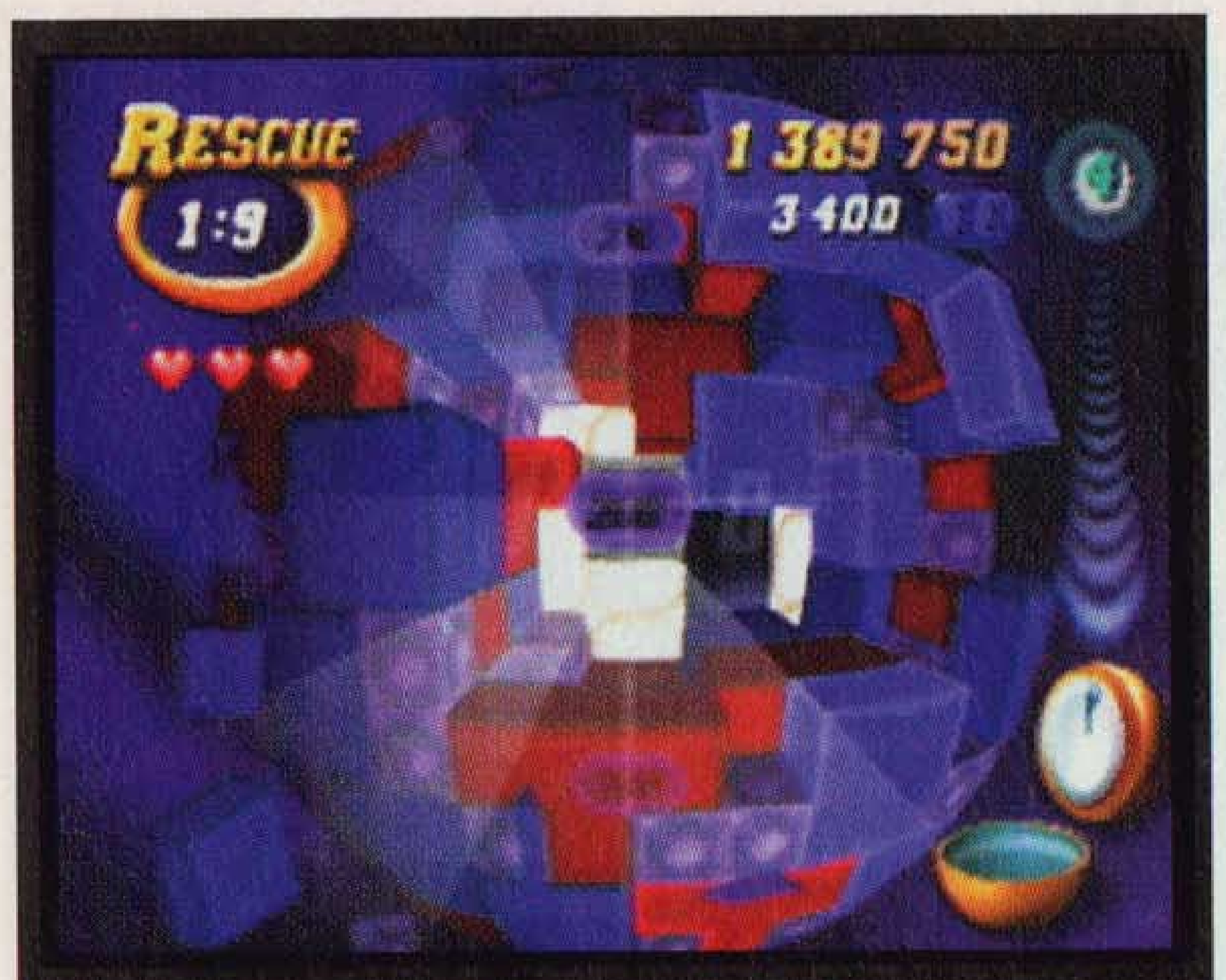
2 Press the A button and hey presto! Your square smashes to the surface, taking out the highlighted area along with any adjacent squares. Quite literally, smashing. Sorry.

3 Repeat the process with all your subsequently-given shapes until you reach the core. All that remains is to free the little man inside. Elementary, dear readers.

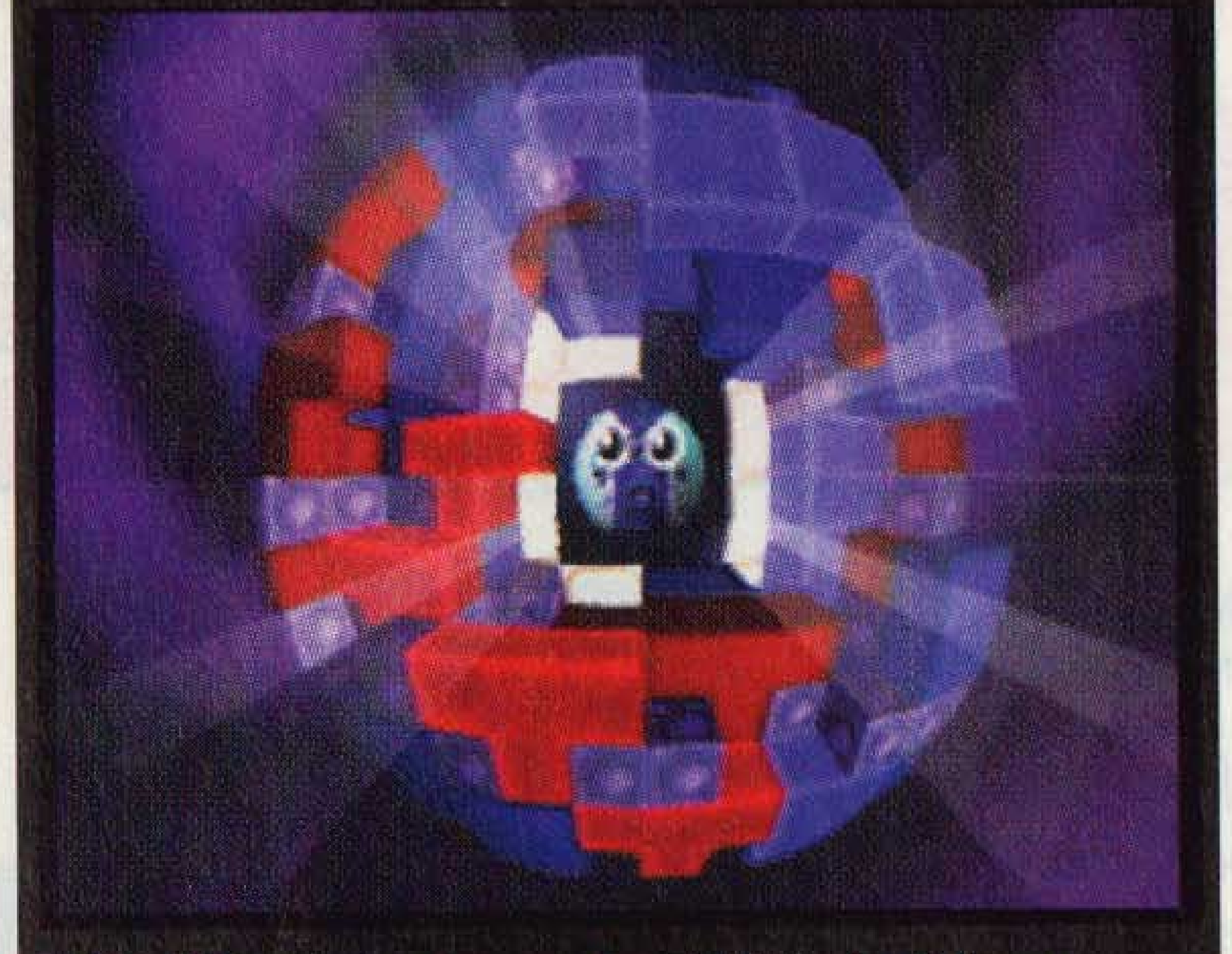
### 2-player



Here we see the two player mode in action. The principle remains the same, but you're competing to reach the core first. Exploded pieces are deposited onto your opponents sphere in a black stylee, as seen above. Naughty!



△ *Almost there... see the gleaming beauty of the fabled Inside.*



△ *Why is he so angry? He's just been saved from eternity in a squash ball.*

# PICK A CHARACTER

**Possessed of differing abilities to suit your style of game play, there are a number of mad mechanoid puzzle people available for you to 'be'. They all reside in Tetrisphere Avenue which, it has to be said, must be a very strange place to live, indeed.**

### *Wheels*

*How does he get anywhere? Look at his, er, wheels. He'd just spin around in circles. And that's some nasty swelling on his left eye. Nurse! The frozen peas!*

### *Rocket*

*The result of another bizarre experiment; this time, Zebedee and Cookie Monster were the unwilling hosts. Not much luck with the girls.*

### *Gears*

*No relation of the famously curmudgeonly Mini-Autobot from Transformers. Rather, a disturbing Hammerhead Shark/bunch of cogs crossbreed.*

### *Turbine*

*Since winning the lottery, this little fella flew down to Hawaii and has hitherto become overly attached to his grass skirt.*

# HERE

**This game is going to furrow a lot of brows. Not because it's a poor game – far from it – but rather because, as a concept, it's going to make you think. A lot. For example, why do you love your N64? Because it's the 'best' machine on the market, providing unparalleled graphical trickery and technical sophistication? Or purely because of its emphasis on entertainment? If you're a disciple of the former view, then to you *Tetrisphere* will never be a 'true' N64 game. And it's going to annoy a hell of a lot of purists who believe that the simple beauty of the original *Tetris* should be left well alone. Questions will, no doubt, be asked.**

But leaving that aside, let's get one thing straight. *Tetrisphere* is good fun, especially in two-player mode, which had us shouting almost as much as multi-player *Mario Kart 64*.

The underlying strategy remains the same as its venerable brother's; the crucial difference with *Tetrisphere* is that – yes – it's in 3D, giving you, ahem, a sphere to rotate through 360 degrees, with the various squares, oblongs and L-shapes falling into the screen from your camera/viewpoint. Using these, the several layers of the sphere must be exploded in an effort to break through to the core, wherein lies a picture to be exposed or small ball-being to be released. Initially it's all a bit confusing – you can also 'slide' pieces to a tactically advantageous position by use of the B button – and seems to be overly complex, but persevere and you will be enlightened.

There's a variety of different modes – Rescue, Hide and Seek, Puzzle, Time Trial and Vs. – all of which are variations on the basic theme, structured in 'episodes' which get gradually harder. The graphics are pleasing enough – colourful and cheery, accomplished rather than gobsmacking. True, there are a couple of smashing touches, such as shafts of light piercing the darkness as you reach the core, and the Pertwee-era Dr. Who title sequence backgrounds, but these won't be enough to persuade many people that they must own this title.

Which, when all is said and done, is fair enough. It's commendable that Nintendo have tried to update an all-time favourite for their Big Grey Box. (It didn't hurt *Mario, Pilotwings* or that little game with the karts, did it?) But in recreating this particular game for such an advanced machine, they've forcibly had to do something different. Luckily, they've just about pulled it off with an enjoyable new riff on a very familiar theme; in trying to be both an update and a re-interpretation, *Tetrisphere* wedges itself gracefully between two stools, clutching its 3D card to its chest.

What remains to be seen is the price tag that'll be attached to *Tetrisphere* when it's released here later in the autumn. $70 (about £45) is pretty much what you'd pay for any other N64 game in America, and *Tetrisphere* just doesn't have as much to offer as similarly priced carts like *GoldenEye* and *Doom 64*. As a budget-priced cart-socket-filler, though, it'd be jolly tempting indeed.

**JES**

*The infamous level completion congratulation in all its glory. Frankly, it's bizarre. But we like it.* ▽

**5 VISUALS**

Bright 'n' breezy blocks, lovely lights and Gallifreyan backdrops.

**6 SOUNDS**

Ooh! Ultra-modern techno-trance-jungle lite and satisfying crunches.

**4 MASTERY**

Not breaking any N64 boundaries, but does what it does well.

**6 LIFESPAN**

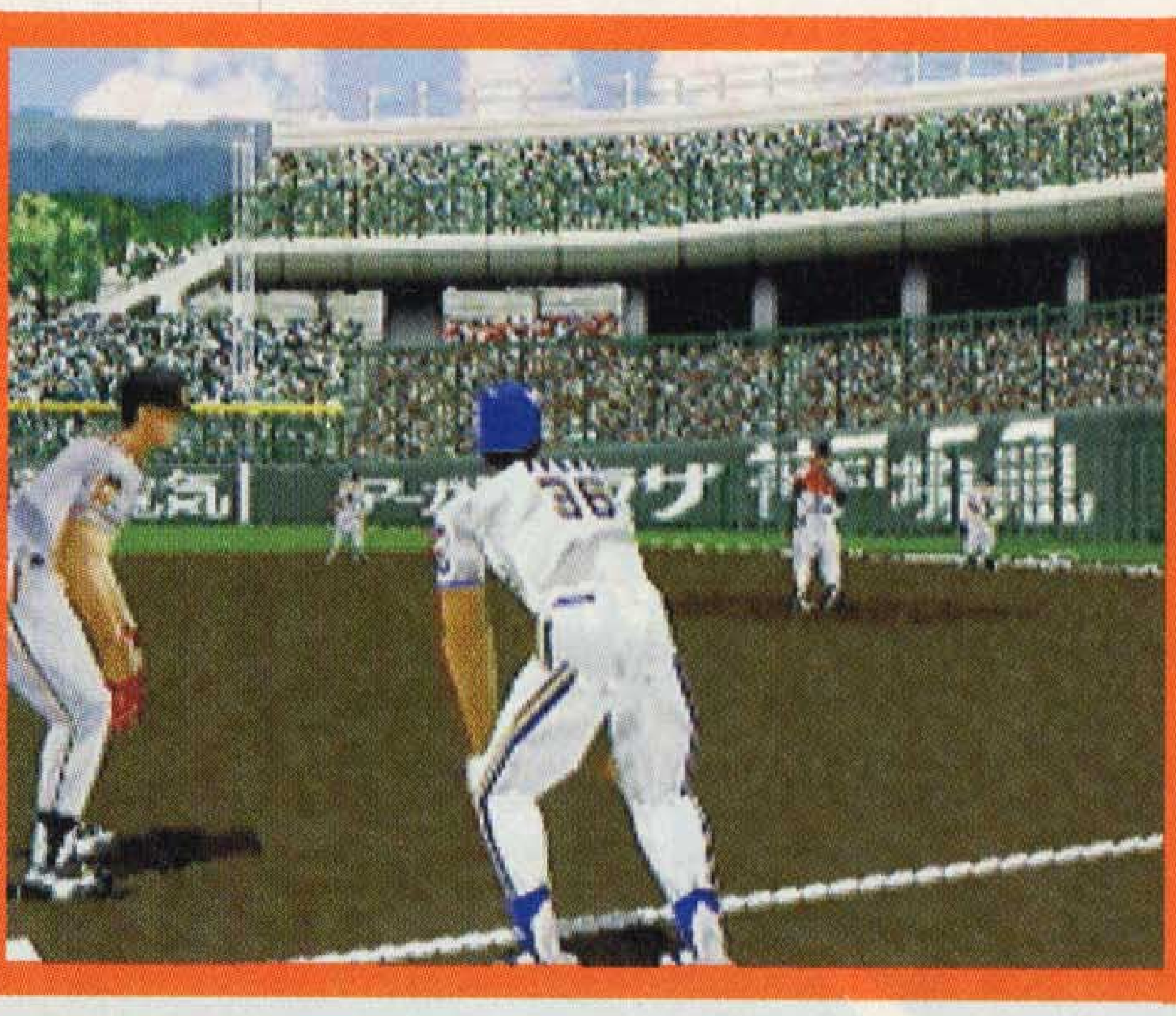
Plenty of puzzling fun, if that's what floats your boat. But the two-player mode is what'll keep you coming back.

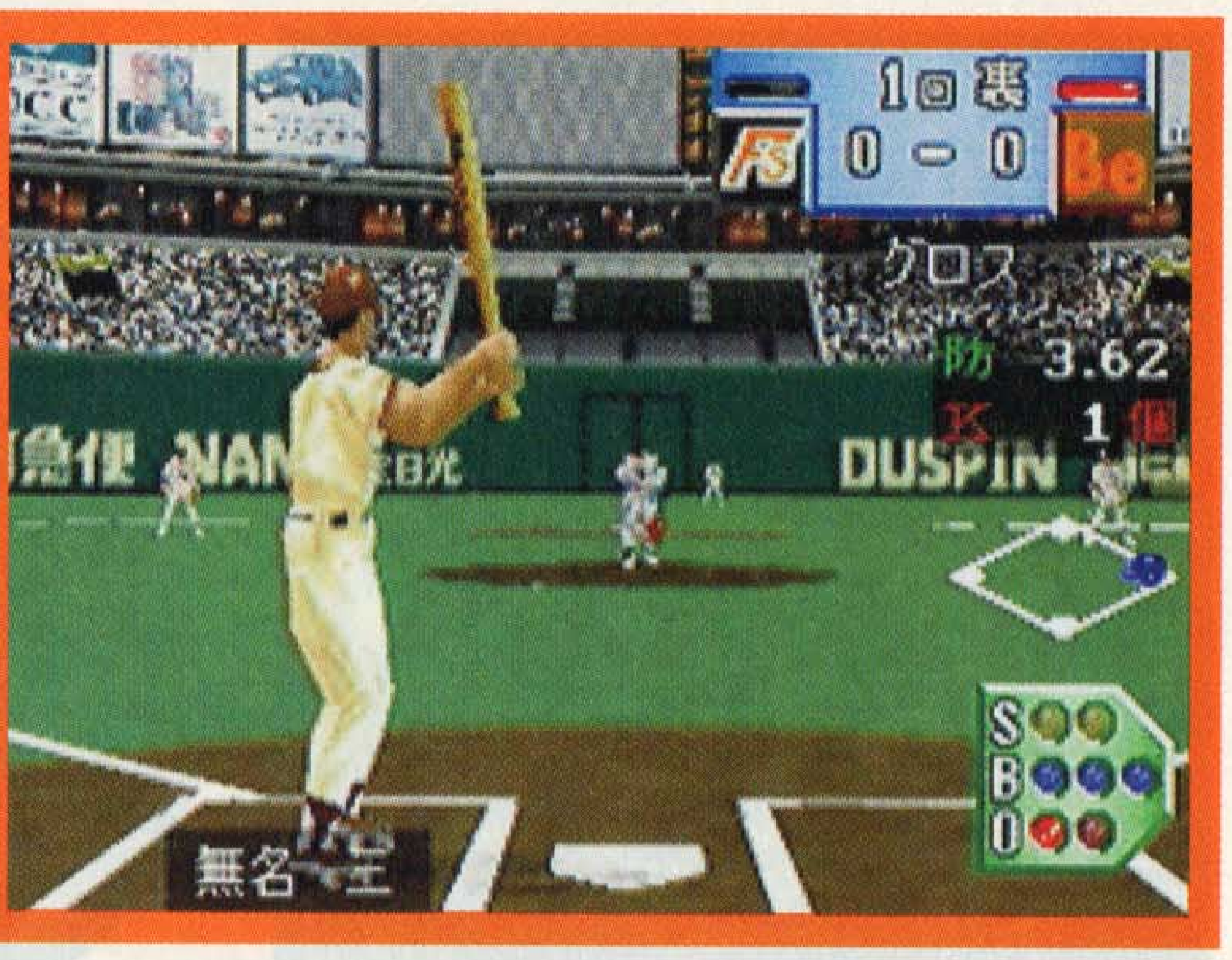
**VERDICT**

Likely to polarise opinion twixt those who love it for what it is and those who reckon their N64s are capable of more.

**71%**

Yes, ok, superficially it probably looks the best of the baseball bunch. Sadly it plays like a dog – even by baseball game standards.





| Power League 64 | | |
|---|---|---|
| HUDSON | | |
| 🇯🇵 Out now | 64M | 1-2 |
| 🇬🇧 Unlikely | Controller Pak back-up | ~~cartridge back-~~ |
| ¥6980 (Approx £35) | | |

# POWER LEAGUE 64

## Real players, proper bodies, NO FACES. Scary!

**Yes, baseball again. It's 'big' in Japan – blame American influence after the war – and Konami's *Power Pro Baseball* did phenomenally well. Strange… Anyway, *Power League 64* is Hudson's personal punt at diamond glory, and the first N64 baseballer to use human-shaped players.**

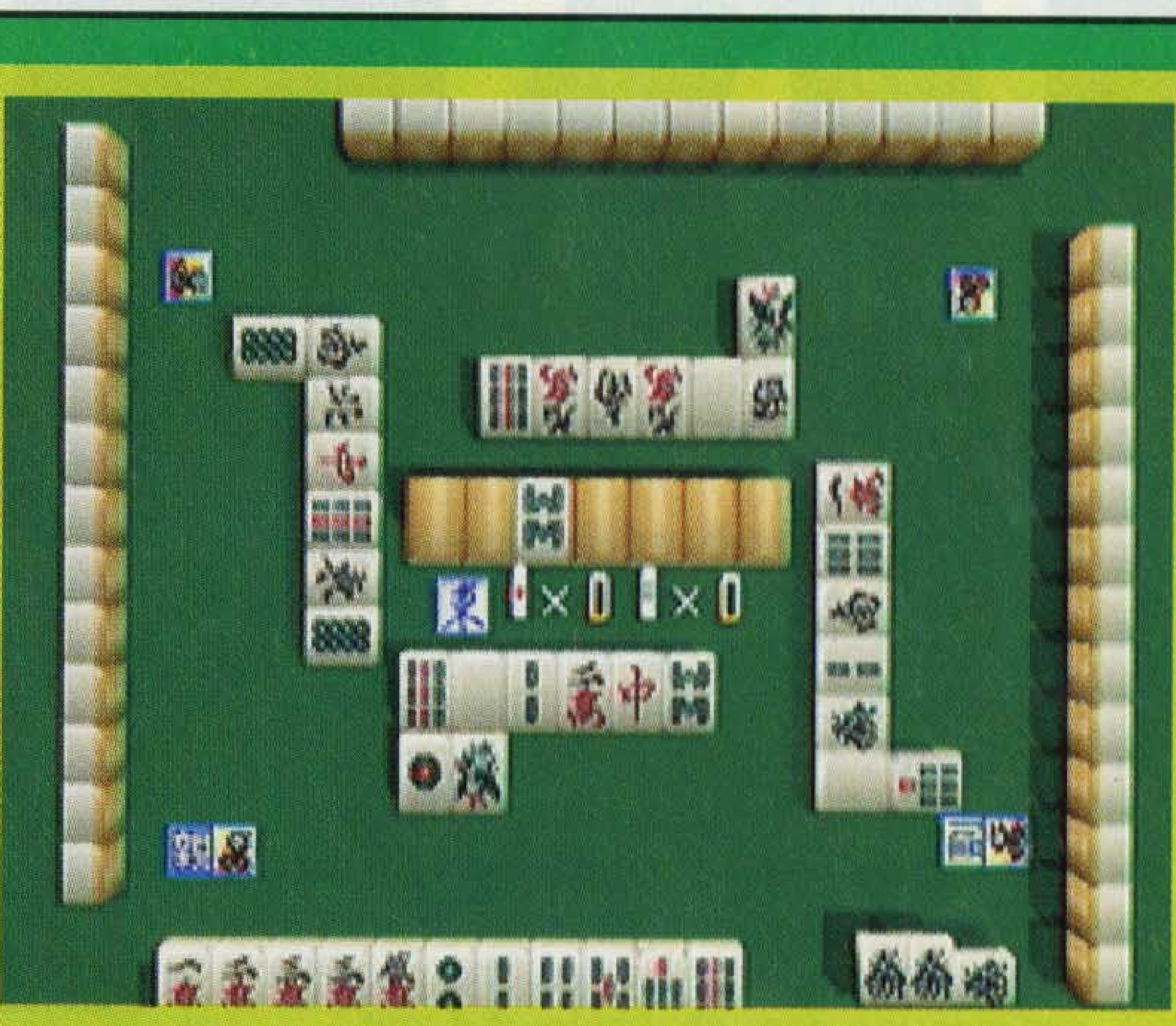
And it's awful. Even for a baseball game. Fault one: it moves with all the speed and grace of a Dalek confronted by a particularly steep and narrow flight of stairs. Try to get your mogadon-sozzled fielders over to catch a ball and they'll move with the willingness of sheep into Smiling Bob's Family Slaughterhouse. As for running between bases, you'll have to endanger a passing satellite with the ball to give your incredible bumbling man time enough to make it to the first. That is, of course, if you ever manage to actually *hit* the ball.

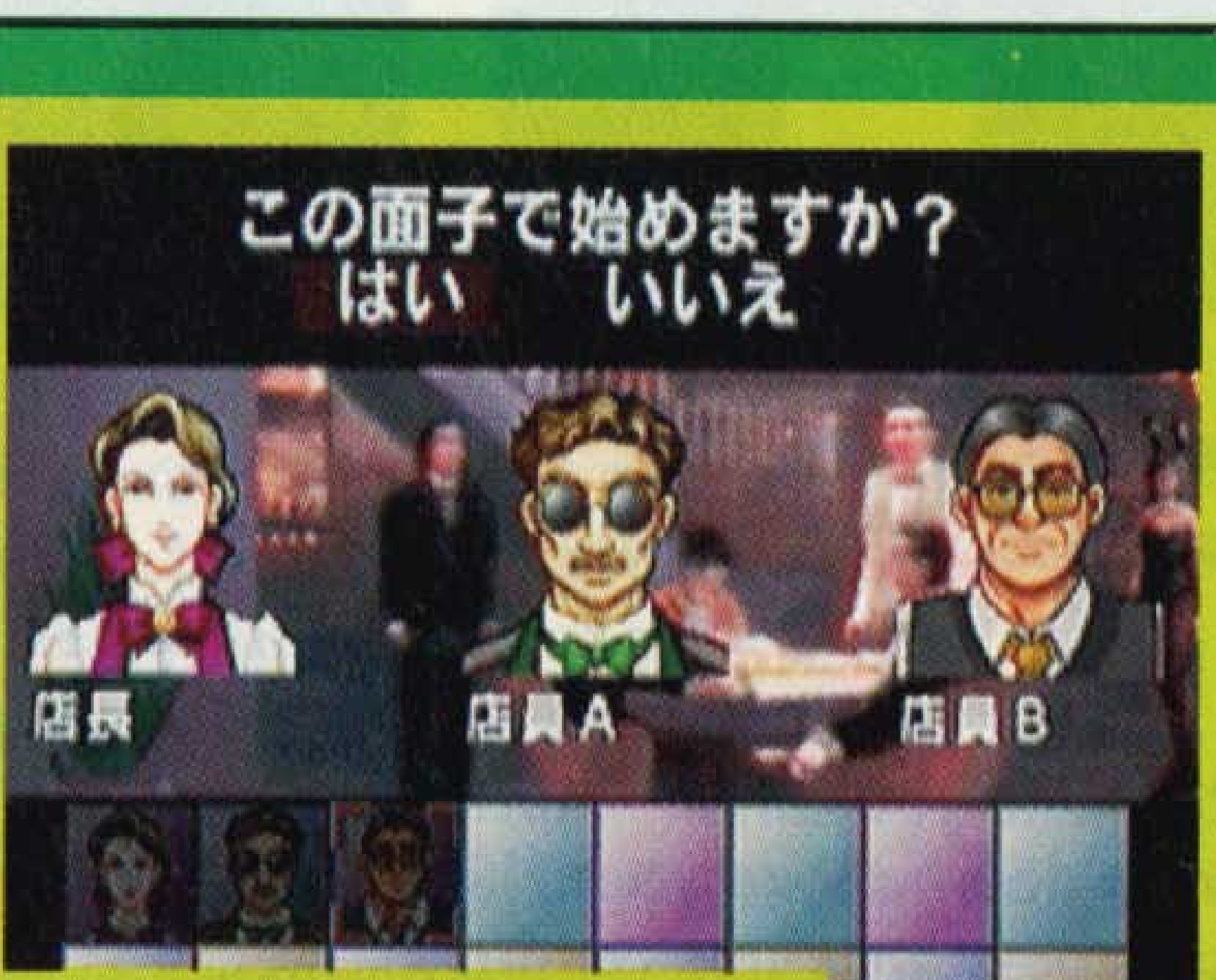
When it's the computer's turn to bat, fault two crops up. Yes, just like in *Power Pro Baseball* and *King of Pro Baseball* before it, the computer has a magical ability to hit its third strike – with bases loaded – every supremely irritating time. Just to make sure this happens, bowling has been made even more of a lottery than ever before. The joystick is used to supply direction, spin and speed to your pitch, but you can never get the swooping curls and mysterious slow balls that seem so second-nature to the CPU.

As for the rest of the game's failings, take your pick from scary no-faced players to the lack of a bat indicator (the thing that tells you by how much you missed the last strike). You have ludicrously little

# JANGOU SIMULATION MAH JONG 64

## Could this be the game to put the 'Ah' back into mah jong?



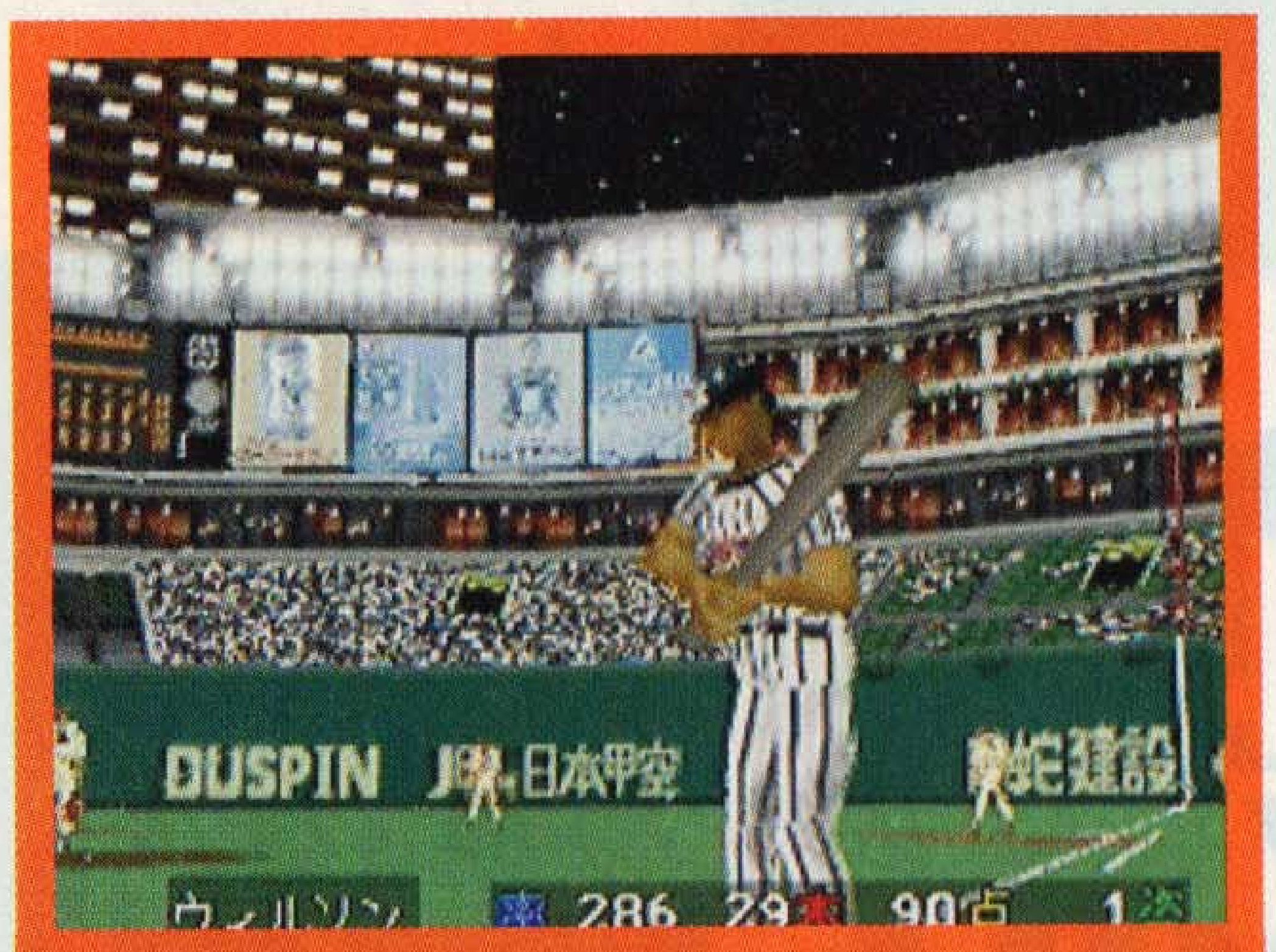


Rachel always came first in Hunt the Easter Egg Contests, displaying her trophies proudly on a string around her neck.

| Jangou Simulation Mah Jong 64 | | |
|---|---|---|
| VIDEO SYSTEM | | |
| 🇯🇵 Out now | 64M | 1 |
| 🇬🇧 When hell freezes over | Controller Pak back-up | ~~cartridge back-~~ |
| ¥6980 (Approx £35) | | |

**Rats. Once again, when we need his bizarre Japanese culture comprehension skills the most, Wil's busy designing pages of N64 Magazine. And so again I find myself gazing at a row of tiles, trying to remember the difference between bamboos and winds. Wil has promised to keep an eye on things over my shoulder, though, so we should be okay.**

And *Jangou Simulation Mah Jong 64* could well be the N64's best mah jong game so far, for what that's worth. It gives you a whole group of anime characters to pick your on-screen representative from, ranging from Jacket-Over-Shoulder-Bloke to Old-Bloke to Wouldn't-Be-Seen-Dead-Playing-Mah-Jong-In-A-Million-Years-Girl. It gives you a section of Tokyo that's densely populated with mah jong clubs to wander around challenging the locals. And it provides you with exciting 3D perspective views of the tiles when one of the players goes out.



△ The computer player will, inevitably, twot the ball for miles. You will cry.

△ It's another officially-licensed game. The Japanese baseball authorities just don't care WHO they license to.

control over running your players between bases – vital when you've skied the ball and know you're going to get caught – and… aarrghh, I hate it. The whole thing is just too irritating for words.

When all's said and done, baseball is plainly just rounders played by men in tights who spit a lot and skid around on the floor. *Power League* adds nothing and is outclassed by both its rivals. Avoid it with the enthusiasm you would a contagious disease.

**JAMES**

**ACCESSIBILITY**

If you can find your way around this and, well, your Japanese, aren't you, admit it.

**6 VISUALS**

Superficially good but ultimately faarrrr tooooo slooooooow.

**5 SOUNDS**

Whoosh, thump, "STRIKE!"

**4 MASTERY**

Nope.

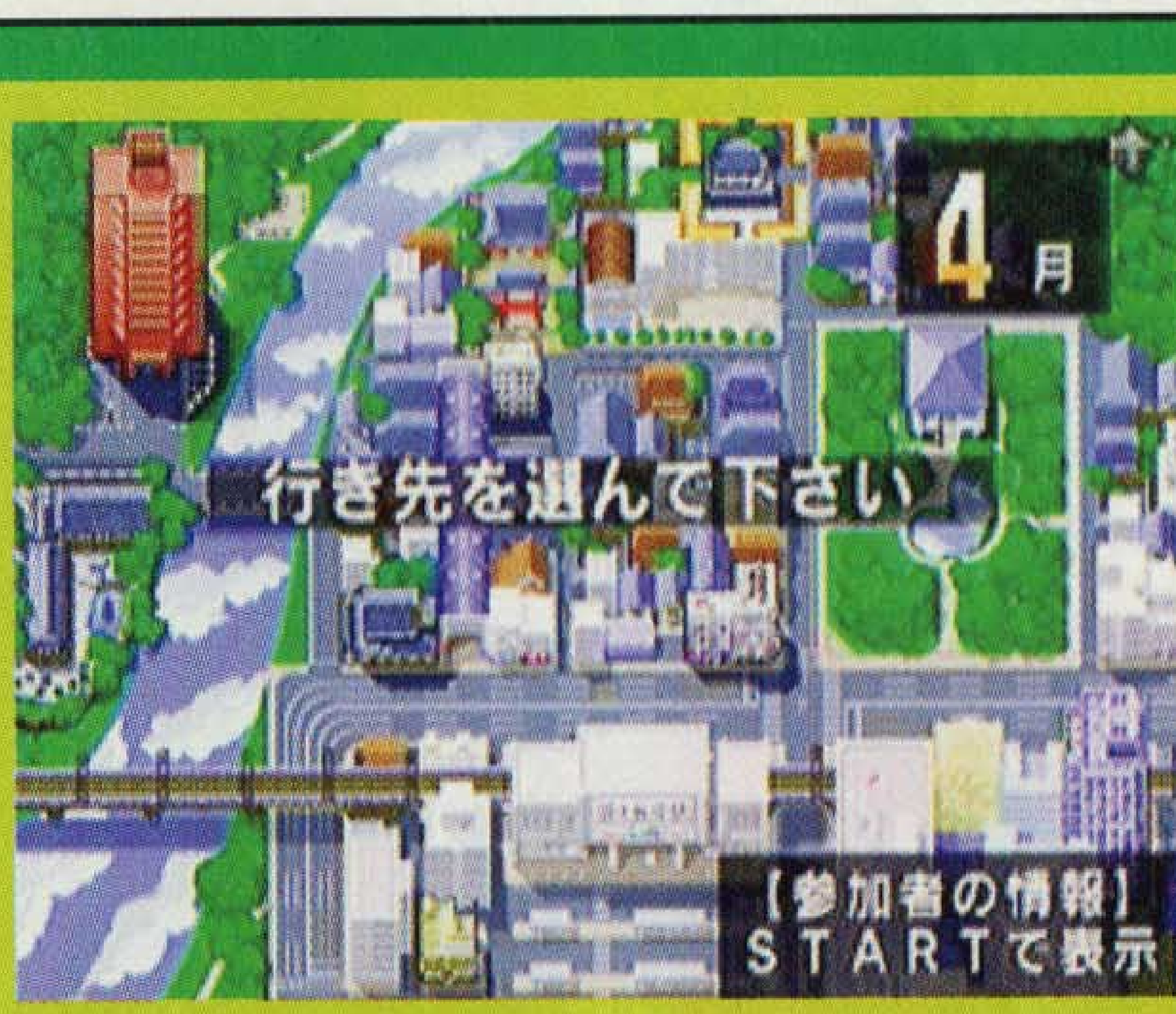
**2 LIFESPAN**

It'd be a tough one to master but the tedium would kill you first.

**VERDICT**

Don't. Even. Think. About. It.

**42%**



△ Study this map and plan your route around the city's mah jong clubs. It's rather like a pub crawl, but with tiles instead of crisps.

The menus are, as usual, rather a handful for the Japanese-illiterate, and there are lots of them, but it doesn't take long to master the essentials. Rather trickier is beating the computer opponents, who seem to be able to meld triplets out of thin air.

So if you've so far resisted the temptations of *Mah Jong Master* and *The Mah Jong 64*, maybe *Jangou Simulation Mah Jong 64* could be the one to finally get you clattering down the old tiles.

**JONATHAN**

**ACCESSIBILITY**

The Holy Grail is more tangible.

**5 VISUALS**

Plain 'n' functional bar the nifty 3D zooming-in.

**6 SOUNDS**

Some intriguing steel band music.

**2 MASTERY**

Nothing for your N64 to get het up about.

**5 LIFESPAN**

We'll never play it again, but there's plenty here for mah jong pros.

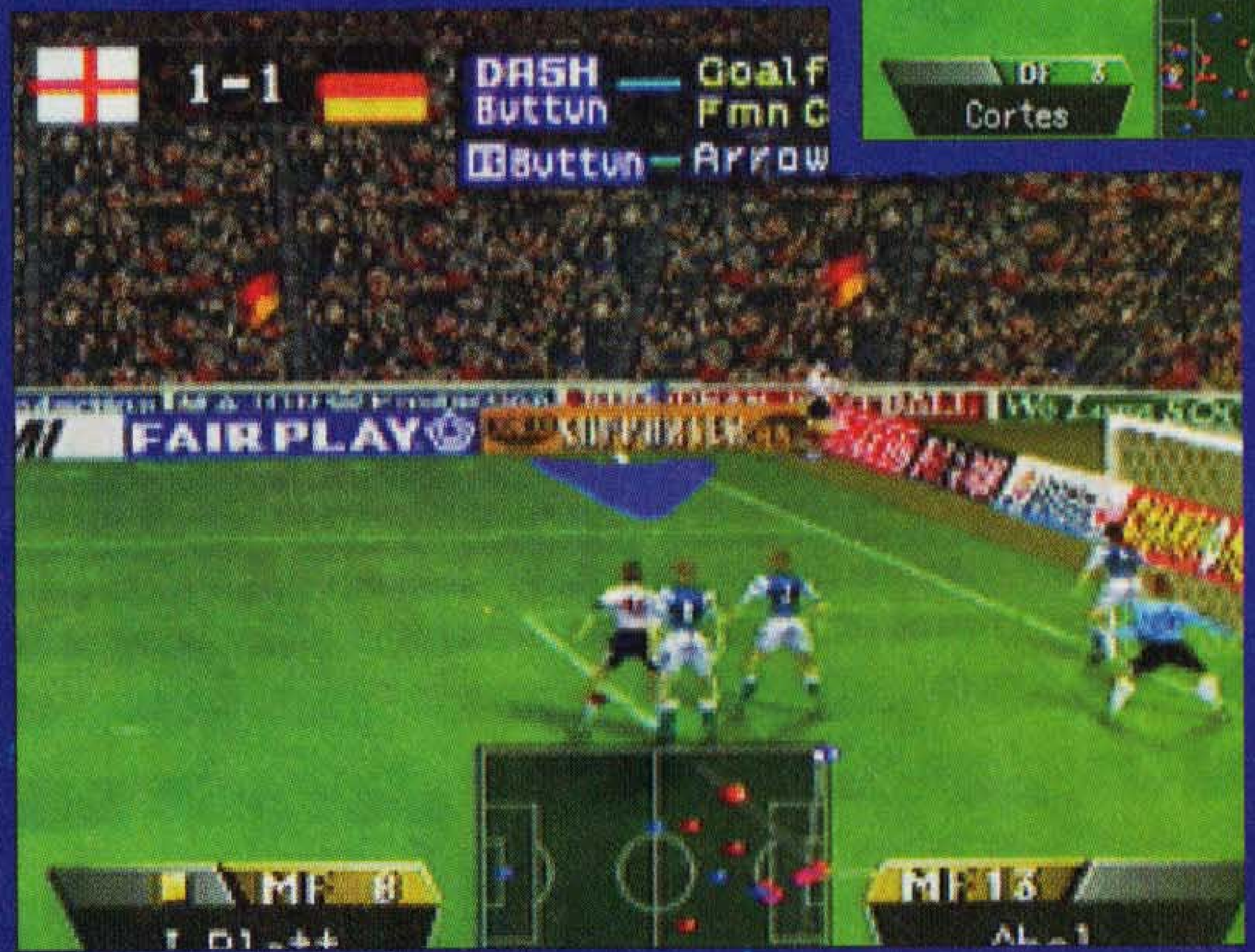
**VERDICT**

Just, possibly, the N64's best mah jong game.

**69%**

Klahold
Horvath

0-0
Cortes
Chong



△ For the US version the tiny PAL borders are gone. You're hard-pushed to notice, though.

◁ A few new N64 footy games are waiting in the wings. They'll do well to be half as good as ISS64.

# ISS 64

## U.S. VERSION

### It wasn't broken, so they didn't fix it.

**Int. Superstar Soccer 64 (U.S.)**
KONAMI
Out now (US) – 64M – 1-4
Out now (UK) – Controller Pak back-up – ~~cartridge back-up~~
$70 (Approx £45)

In some respects it's strange that Konami have chosen to make almost no changes to *ISS64* for its American release. The patently British-voiced commentator was a prime candidate for expulsion in my book, as was a general upping of the footballing powers of the United States team. Neither has materialised.

Instead, *US ISS64* – a superb set of initials for any collector of acronyms – is the same as the British version minus our version's tiny screen borders. It looks the same, plays the same, moves at the same speed and has exactly the same set of options. It's even still a tiny bit fussy about its memory packs.

This is, of course, great news for British import gamers jealous of the one PAL game that was actually better than its Japanese forbear. (No one on **N64** Magazine believed that *J-League Perfect Striker* could get any better, until we saw the PAL version.) *ISS64* is about the most perfect football game to have ever existed, and now every N64 gamer in the world can experience it.

**JAMES**

**9 VISUALS**

Unsurpassed.

**8 SOUNDS**

Fine crowd and sound effects.

**9 MASTERY**

A beautiful game that plays almost perfectly.

**9 LIFESPAN**

The most comprehensive and useful set of options to grace a footy game.

**VERDICT**

As fine as it was on PAL. The finest football game to date, unspoilt in translation.

**92%**

**The final is upon us! From now on, only Mario Raceway drivers who've videoed their entire performance may proceed!**

# The N64 Magazine Mario Kart 64 Championship

## STAGE 3

The heat, as they say, is most definitely on. We've been overwhelmed by your entries, with the result that a plethora of excellent Mario Raceway times around the 1'04"05 mark are duking it out for supremacy. Apologies if you're not featured this month; you may have missed our deadline, or you may have simply been pushed outside the chart by a fractionally better time.

And now! The time has come for the championship to move into its third and final stage. And that means we'll be wiping out the table and starting afresh, creating a new top 100 that includes ONLY people who've sent us video tapes of them actually driving all three of their laps. (Are you listening, Vincent Coyne?) Then we'll know for sure there's been no funny business. Then, the top three drivers from the final listing will be invited to the **N64** Magazine office for the final showdown, to battle with each other for the coveted **N64** Magazine *Mario Kart 64* Championship cup.

Oh, and we've extended the final deadline slightly to give you more time to get your tapes to us, which means we won't have time to print the results in the next issue. Please don't phone us to find out if you're through to the final! If you are, we'll contact you by Wednesday, October 15th.

SAMSUNG
E180
The Mario Kart 64 Ch
(Mario Raceway 1'07"34 with Peach)
Mario Kart 64 times (PAL)
Mario 64 times (PAL)
N64 magazine

**SEND THAT VIDEO IN NOW!**

If you want to go through to the final, we need videotaped evidence of your three laps by Friday, October 10th!

### Having trouble beating these times?

A Mario Raceway masterclass, with details of the shortcuts you need to take for a world-beating time, appeared in **N64** issue 4. Turn to page 86 to get a back issue.

# STAGE 2 RESULTS

Here're all the times we'd received by August 26th July. Even if you can't beat the top three, there's still a chance their drivers won't be able to provide video proof – and that's what we need for the next stage. The top spots are still all to play for!

**1** 01'02"68 **Vincent Coyne, Salthill, Ireland**

MARIO RACEWA
01'02"68

**2** 01'03"80 **Tom Pepin, Alston, Cumbria**

**3** 01'04"47 **Henry Segerman, Manchester**

**4** 01'04"48 **Aron Chambers, Worcester**

**4** 01'04"48 **Andrew Densley, Bath**

| | | |
|---|---|---|
| 6 | 01'04"61 | Dee Dee Ramone, Carlisle |
| 7 | 01'04"89 | Ben Stiff, Kent |
| 8 | 01'05"02 | Lee Middleton, Hull |
| 9 | 01'05"33 | Andrew Mills, Londonderry |
| 10= | 01'05"40 | Steven Zwartjes, Holland |
| 10= | 01'05"40 | Michael Olive, Sandwich |
| 12 | 01'05"54 | Dale Burton, Ramsgate |
| 13 | 01'05"62 | Y Patel, Dewsbury |
| 14 | 01'05"73 | Tom Pepin, Alston |
| 15 | 01'05"78 | Alain Keersmaekers, Belgium |
| 16 | 01'05"86 | Martin Conroy, Leeds |
| 17 | 01'05"87 | Robert Churchman, Wisbech |
| 18 | 01'05"91 | Graham Francis, Surrey |
| 19 | 01'05"93 | Jason Howard, Jersey |
| 20 | 01'05"98 | Daniel Carlsson, Sweden |
| 21 | 01'06"01 | Douglas Whitley, Tyne and Wear |
| 22 | 01'06"01 | Lee Thomas, Manchester |
| 23 | 01'06"05 | Marc Rebeiro, Penzance |
| 24 | 01'06"08 | Lee Middleton, Hull |
| 25 | 01'06"11 | Jes Bickham, Bath |
| 26 | 01'06"15 | Stelios Giamarelos, Greece |
| 27 | 01'06"21 | Ashley Hammant, Hereford |
| 28 | 01'06"28 | James Shaughnessy, Manchester |
| 29= | 01'06"29 | Nigel Glen, Newport, Isle of Wight |
| 29= | 01'06"29 | John Hunt, Sunderland |
| 31 | 01'06"32 | Martin Pamphlett, Vienna, Austria |
| 32= | 01'06"37 | David Irons, Walsall Wood |
| 32= | 01'06"37 | Steven Ridley, Ramsgate |
| 34 | 01'06"41 | Andrew Densley, Bath |
| 35 | 01'06"50 | Paul Rodgers, Hull |
| 36 | 01'06"51 | Paul Taylor, Stockport |
| 37 | 01'06"59 | Steven Salter, Exmouth |
| 38 | 01'06"66 | Simon o' Neill, Whitchurch |
| 39 | 01'06"68 | D D Ramone, Carlisle |
| 40 | 01'06"69 | Paul Sullivan, Oldham |
| 41 | 01'06"72 | Neelan Samaratunga, Southsea |
| 42 | 01'06"75 | Jim McLaughlan, Hartwell |
| 43 | 01'06"77 | Chris Parkin, Nottingham |
| 44= | 01'06"81 | Dama Hoppen, Westcliff on Sea |
| 44= | 01'06"81 | Daniel Grierson, Ilford |
| 46 | 01'06"82 | William Jim, Kent |
| 47 | 01'06"83 | Liam Carey, Kent |
| 48= | 01'06"89 | Marc Rebeiro, Penzance |
| 48= | 01'06"89 | Neil Roberts, |
| 50 | 01'06"90 | Robert Churchman, Wisbech |
| 51 | 01'06"95 | Criag Stewart, Erskine |
| 52 | 01'06"96 | Andrew Gault, Sutherland |
| 53 | 01'06"98 | Paul Whitbread, Bedfordshire |
| 54= | 01'06"99 | Jamie Buxton, Okehampton |
| 54= | 01'06"99 | Paul Gatfield, Manchester |
| 56 | 01'07"13 | Glenn Hawe, Dungannon |
| 57 | 01'07"23 | Jayshan Betchoo, London |
| 58 | 01'07"28 | Michael Lavery, Colne |
| 59 | 01'07"33 | Jussi Laine, Finlland |
| 60 | 01'07"31 | Paul Connolly, Manchester |
| 61 | 01'07"34 | Chris Williamson, Warrington |
| 62 | 01'07"37 | Ben Stiff, Gravesend |
| 63= | 01'07"40 | Andy Campbell, Aberdeen |
| 63= | 01'07"40 | Rame Watti, Bridlington |
| 65 | 01'07"46 | Paul Taylor, Stockport |
| 66 | 01'07"50 | Adam Sayers, Kinross |
| 67 | 01'07"54 | A Harris, Buntingford |
| 68 | 01'07"55 | Chris Foster, Havant |
| 69 | 01'07"58 | David Burk, Dagenham |
| 70 | 01'07"60 | Edward Hall, Sheffield |
| 71 | 01'07"61 | Karl Kvandahl, Norway |
| 72 | 01'07"63 | Jimmy San, Leicester |
| 73 | 01'07"65 | Chung Wong, Telford |
| 74 | 01'07"66 | Michael Diamandi, Enfield |
| 75= | 01'07"67 | Drew Barclay, Erskine |
| 75= | 01'07"67 | John May, Liverpool |
| 77 | 01'07"70 | Ray Davies, Dover |
| 78 | 01'07"71 | Michael Olive, Sandwich |
| 79 | 01'07"74 | John Hunt, Sunderland |
| 80 | 01'07"76 | James Foster, Todmorden |
| 81 | 01'07"77 | Paul Allan, Cambridge |
| 82= | 01'07"78 | Adrian Jacob, Lower Morden |
| 82= | 01'07"78 | Darnell Ibraham, London |
| 84 | 01'07"85 | Gary Fergie, Edinburgh |
| 85 | 01'07"89 | James Shaughnessy, Sale |
| 86 | 01'07"95 | Tom Christie, North Uist |
| 87 | 01'07"97 | Paul Furniss, Leeds |
| 88 | 01'07"98 | David Gorman, Dublin, Ireland |
| 89 | 01'08"07 | Mark Adamson, Preston |
| 90 | 01'08"11 | Nick Tew, Swindon |
| 91 | 01'08"14 | Jason Fosh, Basildon |
| 92 | 01'08"23 | DJXS, 24 Seven |
| 93 | 01'08"26 | Philip Avent, Gloucester |
| 94 | 01'08"28 | Jon Olav Larsen, Norway |
| 95 | 01'08"29 | Daniel Glenfield, Abingdon |
| 96 | 01'08"31 | Russell Swift, Sale |
| 97 | 01'08"39 | Nicholas White, Hebburn |
| 98 | 01'08"42 | Steven Joyce, Clitheroe |
| 99 | 01'08"43 | James Ellis, Pinner |
| 100= | 01'08"44 | Stephen Davie, Currie |
| 100= | 01'08"44 | Paul Kimber, Devizes |

*• If you're wondering where the 'without the short cut' table we promised is, then, well, we didn't get enough times to do it. You're all determined to cheat, it seems. Oh well. We'll run one next month if the entries merit it.*

***Now turn over and get ready to enter Stage 3!*** GO! GO!

## "It is NOT possible"

I am writing to complain about the recent 1'02" time which you accepted into the *Mario Kart 64* competition. It is NOT possible to get under 1'04", never mind 1'02"!

I've sent a time of 1'05"02 to you, and as you will see, without using all three turbos on one lap you can't get a lap time of less than 21"50. My fastest lap is 21.44, and I find it extremely hard to believe that this 1'02 person could beat 21 seconds a lap.

**L Middleton, Hull**

*Could Vincent Coyne's time of 1'02"68 be faked? His photo looks genuine enough to us. And the official Nintendo record for the Japanese version currently stands at 0'50"52, which translates to 1'00"62 in PAL-o-vision, so if anything Vincent would appear to be a couple of seconds off the pace. But the time has now come for Vincent and, indeed, everyone else to send in videotaped evidence showing how they've achieved their times, so we'll find out for sure whether Vincent's for real. So if you're that sure he's cheating, send in your own video in the hope he'll be disqualified.* **Ed**

MARIO RAGEWA
01'02"68

△ *It looks real to us but no photo is real proof of anything.*

## HOW TO ENTER

*Things are getting seriously competitive now and, so, accordingly, the rules are now a little bit stricter. Here's what you must do...*

- *Get your absolute best possible time on Mario Raceway in Time Trial mode using the UK version of* Mario Kart 64.

## Timetable

### Stage 1

CLOSED

All the ti[illegible] we[illegible] been [illegible] fa[illegible]ong [illegible] an[illegible] [illegible]mehow mar[illegible]e to [illegible]sh to [illegible] c[illegible] da[illegible].

**[illegible]sing [illegible]ate:** [illegible]ursd[illegible] 3[illegible] July

**Results to be printed in N64 Magazine issue 6.**

### Stage 2

CLOSED

The bes[illegible] [illegible]es [illegible]om St[illegible] [illegible] [illegible]ith [illegible] bett[illegible] we've rec[illegible]ved i[illegible] [illegible]he ir[illegible] [illegible] fo[illegible] [illegible]eek[illegible]

**C[illegible]sing [illegible]:** [illegible]sday [illegible]ug[illegible] 26th

**Results to be printed in N64 Magazine issue 7.**

### Stage 3

The best times we've received by the closing date, with all three laps on video. The three best drivers then move into the final.

**Closing date:** Extended to Friday, October 10th

Results WON'T appear in issue 8 – we won't have time to squeeze them in. But if you've made it to the final we'll contact you by Wednesday, October 15th. If you don't hear from us you're not in the top three.

**Results to be printed in N64 Magazine issue 8.**

### Final

The three highest-placed karters from Stage 3 will be invited to the **N64** office for a show-down where the trophy will go to the winner.

**Results to be printed in N64 Magazine issue 9.**

- *Video record your entire performance – not just the time at the end. (See 'Prove it!' for details of how to do this.) Write your name, address and time on the video. You'll need to do this even if you've already entered the championship with a photo or video of your time.*
- *Fill in the coupon and cut it out.*
- *Send the coupon and your video to:* Mario Kart 64 Championship Stage 3, **N64** *Magazine, 30 Monmouth St, Bath BA1 2BW. Remember to enclose a stamped addressed envelope if you'd like your tape back.*

*To be in with a chance of reaching the final, you'll need to get your tape to us by Friday, October 10th. That's not much time we know, but as one of the finest* Mario Kart 64 *players in Europe you ought to be used to doing things quickly.*

*When we've collated all the results, we'll be contacting the top three karters by Wednesday, October 1st and inviting them to the* **N64** *Magazine office for the Peckinpah-esque showdown. Without the blood. But quite possibly the screaming. Then the winner will be presented with the coveted cup (it's all metal, y'know), amidst cries of admiration and Paul's mutterings of "It's my glasses. That's why I'm no good at* Mario Kart. *One of the lenses is scratched."*

### Remember:

- *Even if you can't beat the best time in our results table this month, it's still worth entering if you've got a decent time: you'll at least be able to appear in the final table, and be famous throughout the kingdom. Probably.*
- *You can enter the contest at any time before the final closing date for Stage 3 (Friday, October 10th), and can enter as many times as you want if you find you keep getting better times.*
- *As it's now Stage 3, we're asking EVERYONE to send us a video recording of them driving their three laps, not just the time. You won't appear in the Stage 3 results table, or be eligible to win the cup, if we don't have your laps on video. (The laps themselves or a replay of them will do.)*

## Prove it!

*No more photographs, we're afraid. Given our pursuit of excellence and our naturally suspicious natures, all entries for Stage 3 must be on video, and must be of the laps themselves, not just the time – either the performance itself or a replay will do. It's quite complicated to organise, and awkward to post, but if you fancy that cup it's what you'll have to do. So, then, listen carefully:*

1. *If you've got a SCART or AV lead for your N64, plug this into the appropriate socket on the back of your video recorder. If not, unplug your TV aerial from the back of your video, plug your N64's RF lead into the socket instead, and tune an empty channel on your video into your N64's signal (making sure your N64's switched on, obviously).*
2. *Make sure your telly's switched to the video channel so you can see what's going on. Getting a top time without seeing what you're doing is unduly hard.*
3. *Pop a tape into your video recorder. Any tape will do – you can use an old pre-recorded one by sticking a bit of sellotape over the square hole next to the bit on the edge where the label goes.*
4. *Start recording.*
5. *Drive like you've never driven before. (Or, er, replay a performance you prepared earlier.)*
6. *Wind back the tape to where you started recording.*

### RULES

- The time required is for three laps of Mario Raceway in *Mario Kart 64*'s Time Trial mode.
- We're only accepting times achieved on the official UK PAL version of *Mario Kart 64* – the one available in most UK shops. (Import players are encouraged to send their times into the 'I'm The Best!' section of Club 64, though.)
- Entries for Stage 3, hoping to win the cup, must be accompanied by videotaped evidence of all three laps of the time attempt.
- All entries must be received by the closing date for Stage 3: Friday, October 10th.
- We can't accept responsibility for entries that get lost en route.
- The editor's decision is, as is usually the case, final.

## The N64 Magazine Mario Kart 64 Championship

### STAGE 3

**Hello! I hereby enter the championship with the following time:** ____________

**The character I used was** ____________

(Please tick the appropriate boxes in the following checklist.)

☐ My time is an overall time for Mario Raceway in Time Trial mode.

☐ I am using the UK PAL version of *Mario Kart 64*.

☐ I have enclosed a video recording of me doing my three laps with my name, address and time written on it.

Use a photocopy if you don't want to hack up your prized copy of **N64** Magazine, and enclose a suitably-sized stamped addressed envelope if you want photos or tapes back.

**Name:** ____________

**Address:** ____________

**Telephone:** ____________

(So we can contact you if you make it to the final.)

***Send your coupon and photo/video to:* Mario Kart Championship Stage 3, N64 *Magazine,* 30 Monmouth Street, Bath, BA1 2BW**

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N64

# HOW TO...
# take dastardly short-cuts in
# MARIO KART 64

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## Lap times *still* not fast enough? Then it's time to throw away the rule book.

### by Jes Bickham

**Ah, *Mario Kart*. Like us, you've undoubtedly obsessed long into the night bettering your lap times. You've convinced yourself that you've taken the best racing line, squeezed in as many mini-turbos as possible, and that your finely honed driving skills are second to none. You're unbeatable.**

Or so you think.

Because, you see, admirable as a classically-driven, world-beating time might be, it can't compare to the style, satisfaction and general potential for showing off that is guaranteed by a record-shattering dastardly short cut. Some might call it cheating. We don't. But then, that's because we know how to win.

So then, welcome to 'How To… Take Dastardly Short-cuts in *Mario Kart 64*'. From here on in we'll show you the best short cuts we've discovered, whether they're best used for Grand Prix or Time Trial, and generally how easy they are to get working. Some of them are genuine short-cuts, included by Nintendo for the cunning; others are glitches and bugs that are there to be exploited. All, however, will help you in your quest for excellence, and improve your times no end.

If you're prepared to cheat, that is.

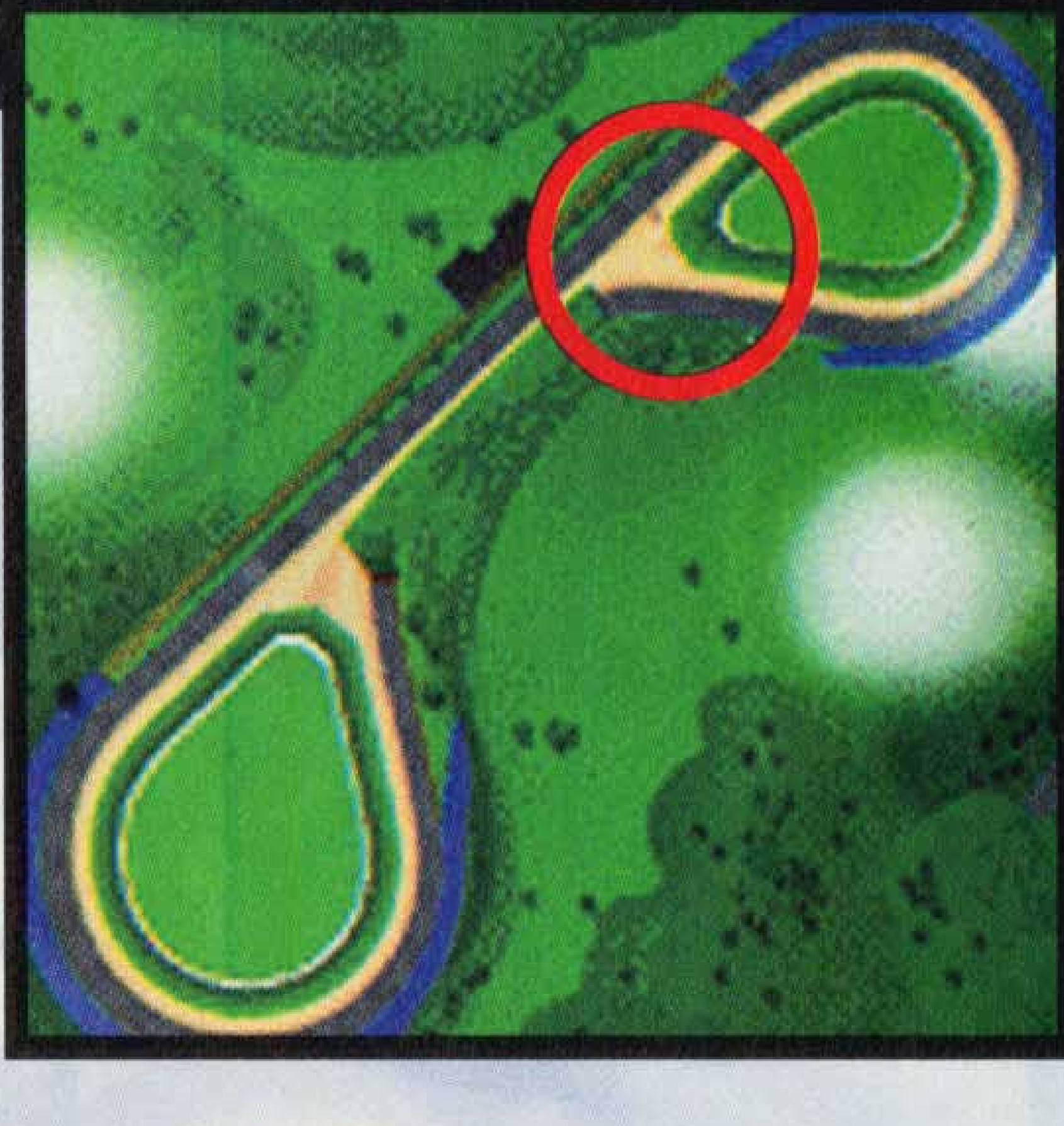
**PREVIOUSLY IN N64** Our enormo-review/guide of PAL *Mario Kart* happened back in issue 4. See page 86 for a copy.

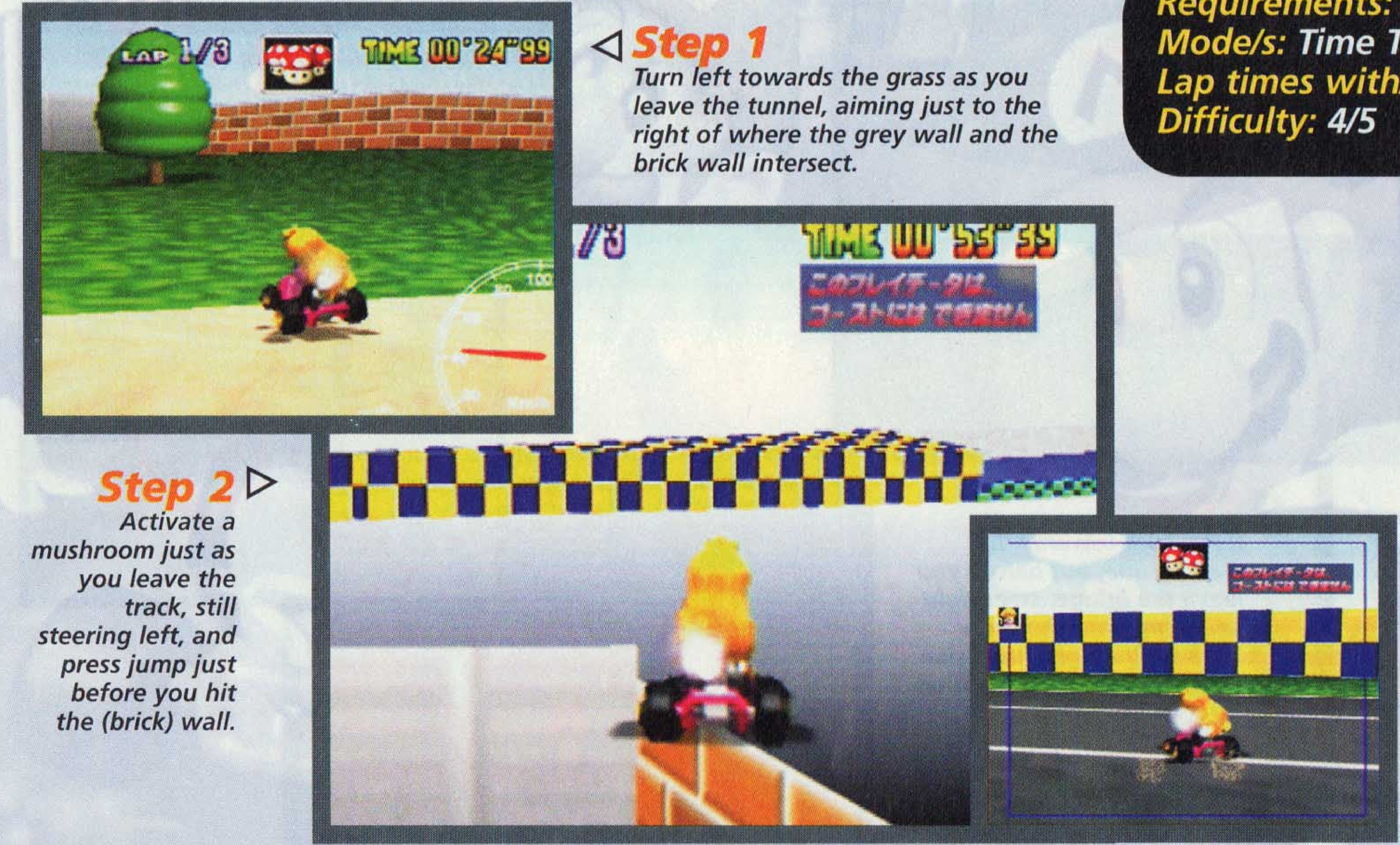
## LUIGI RACEWAY

## The Italian Bounce

Definitely one for the advanced player, this. Difficulty-wise it's close to Mario Raceway's, but the results are equally as rewarding. And it'll make you look very, very cool.

***Requirements:*** *A Mushroom*
***Mode/s:*** *Time Trial*
***Lap times with/without short cut:*** *34"/42"*
***Difficulty:*** *4/5*





**Step 1**
*Turn left towards the grass as you leave the tunnel, aiming just to the right of where the grey wall and the brick wall intersect.*

**Step 2**
*Activate a mushroom just as you leave the track, still steering left, and press jump just before you hit the (brick) wall.*

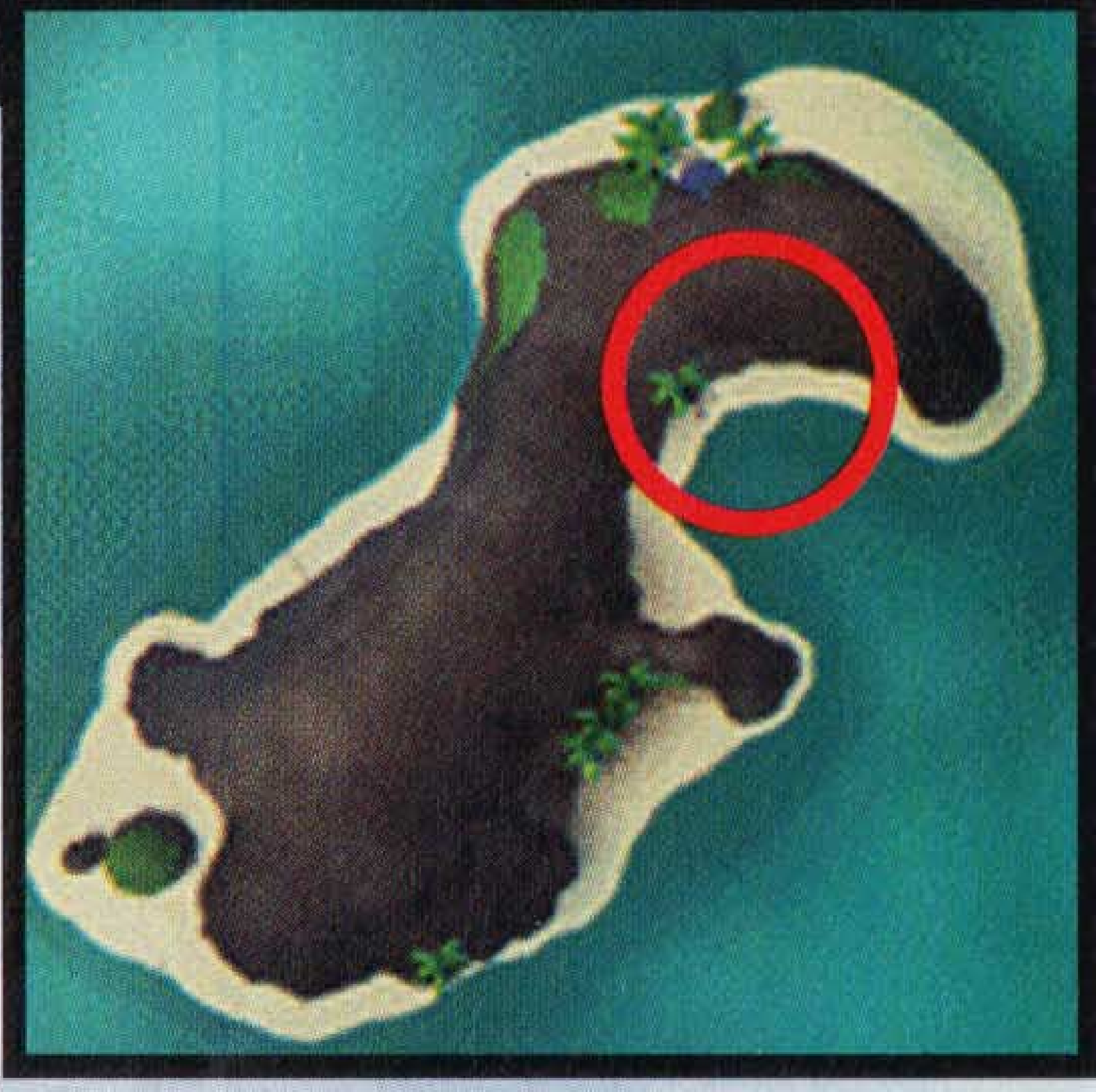
**Step 3**
*Voila! As you hit the brick wall, you should bounce right over the grey wall, landing just behind the finishing line. Bellissimo.*

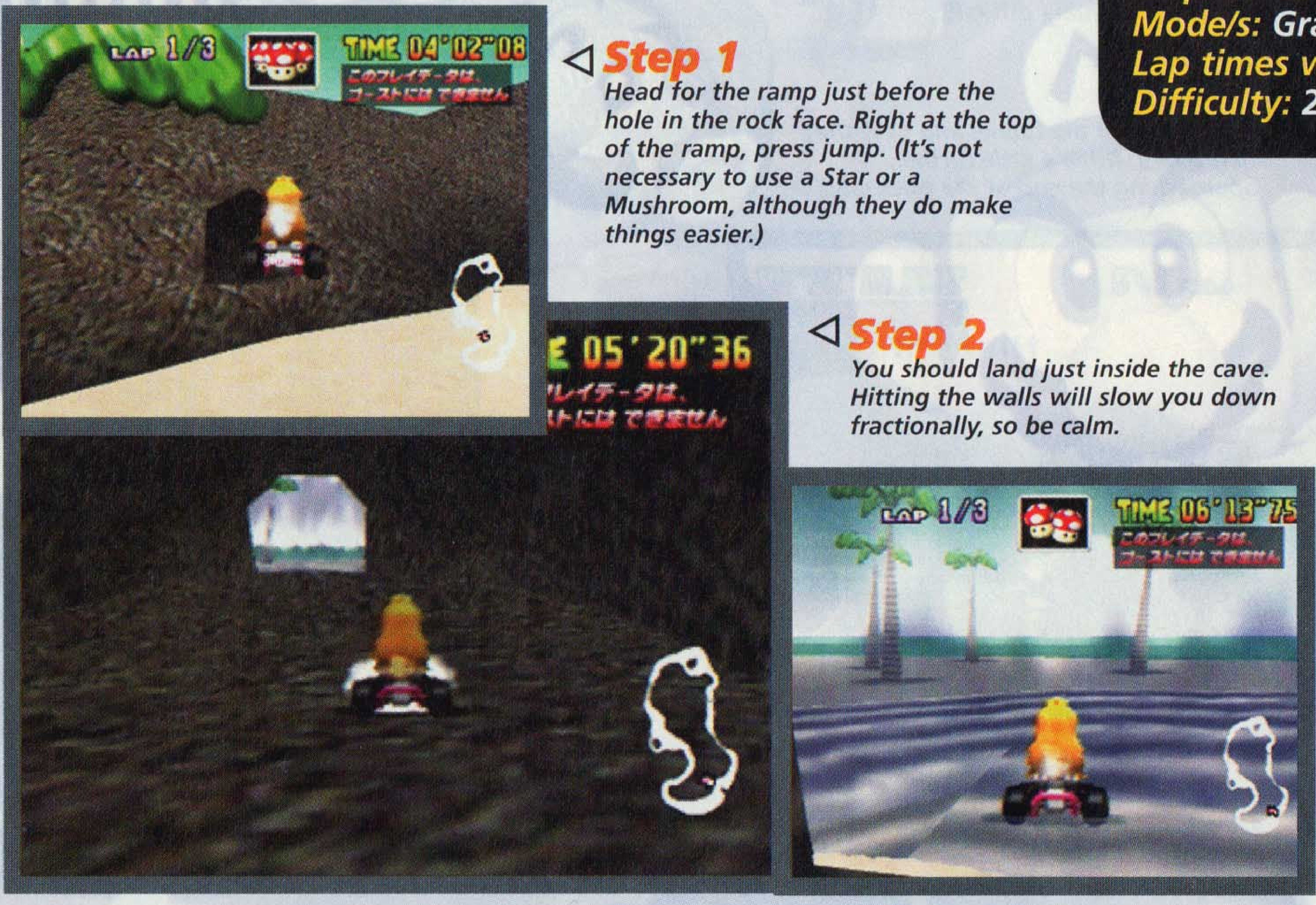
## KOOPA TROOPA BEACH

## Rock Face Rabbit Hop

You should all know this one by now; but still, a smashing short-cut on a great course. One of the few 'obvious' short-cuts in the game.

***Requirements:*** *None*
***Mode/s:*** *Grand Prix and Time Trial*
***Lap times with/without short cut:*** *35"/44"*
***Difficulty:*** *2/5*





**Step 1**
*Head for the ramp just before the hole in the rock face. Right at the top of the ramp, press jump. (It's not necessary to use a Star or a Mushroom, although they do make things easier.)*

**Step 2**
*You should land just inside the cave. Hitting the walls will slow you down fractionally, so be calm.*

**Step 3**
*Exit through the waterfall, and mind the palm trees on the other side.*

***Alternatively:*** *There's a shortcut through the sea if you carry on straight round the arch.*

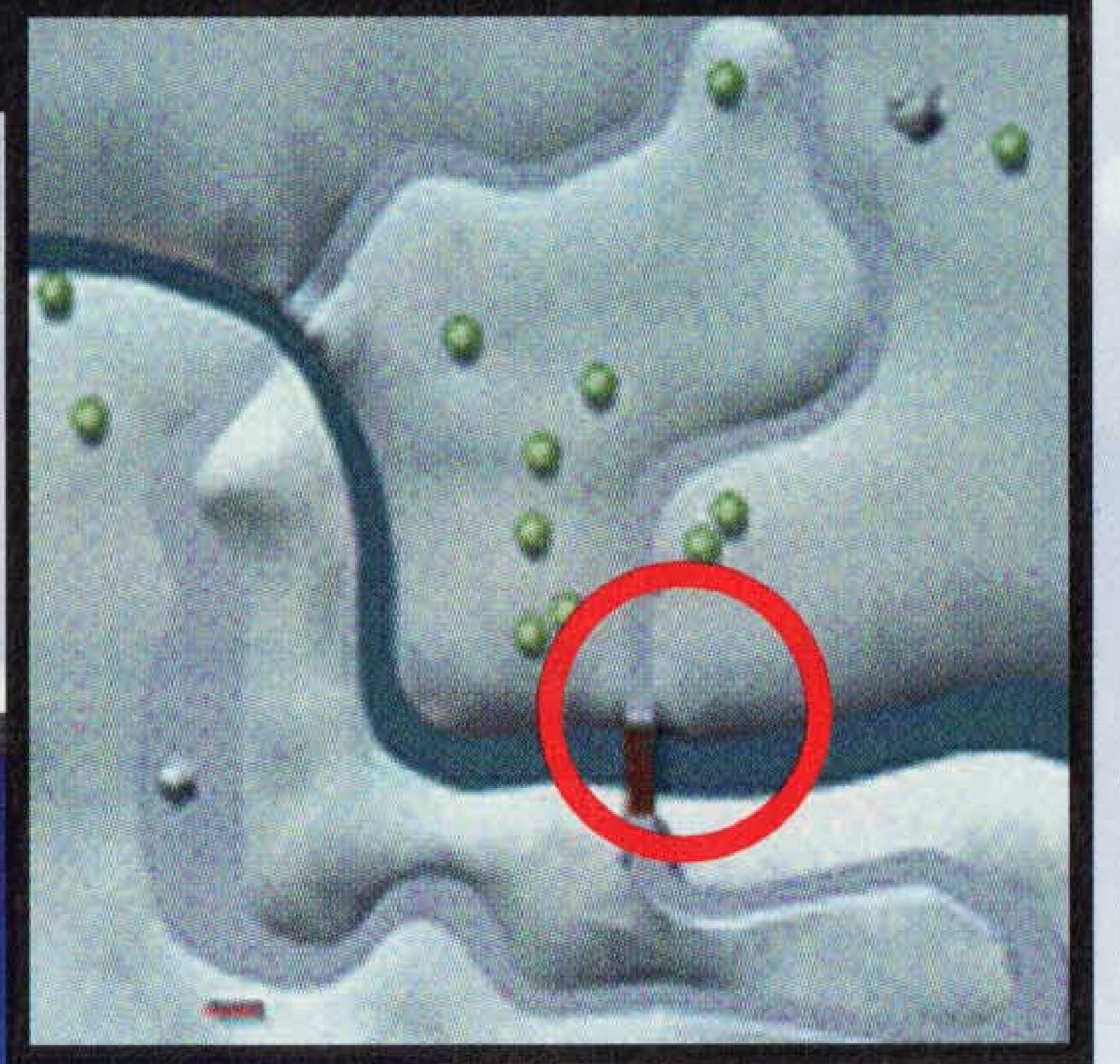
GO! GO!

## FRAPPE SNOWLAND

## Cold Coffee Cut

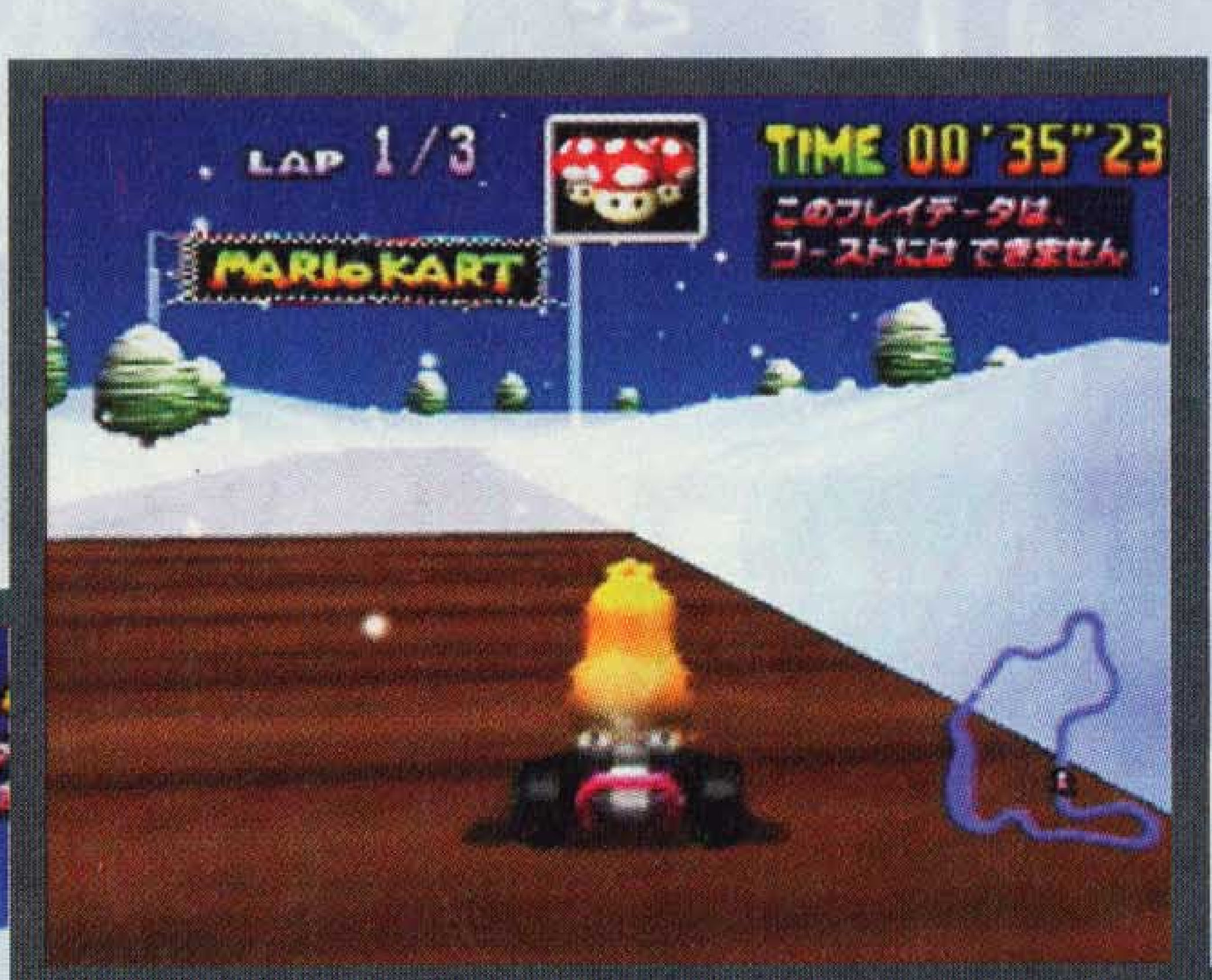
The first of the 'glitch' short-cuts. Very useful, in a bizarre, "Why did it do that?" way. No real racing skills involved.

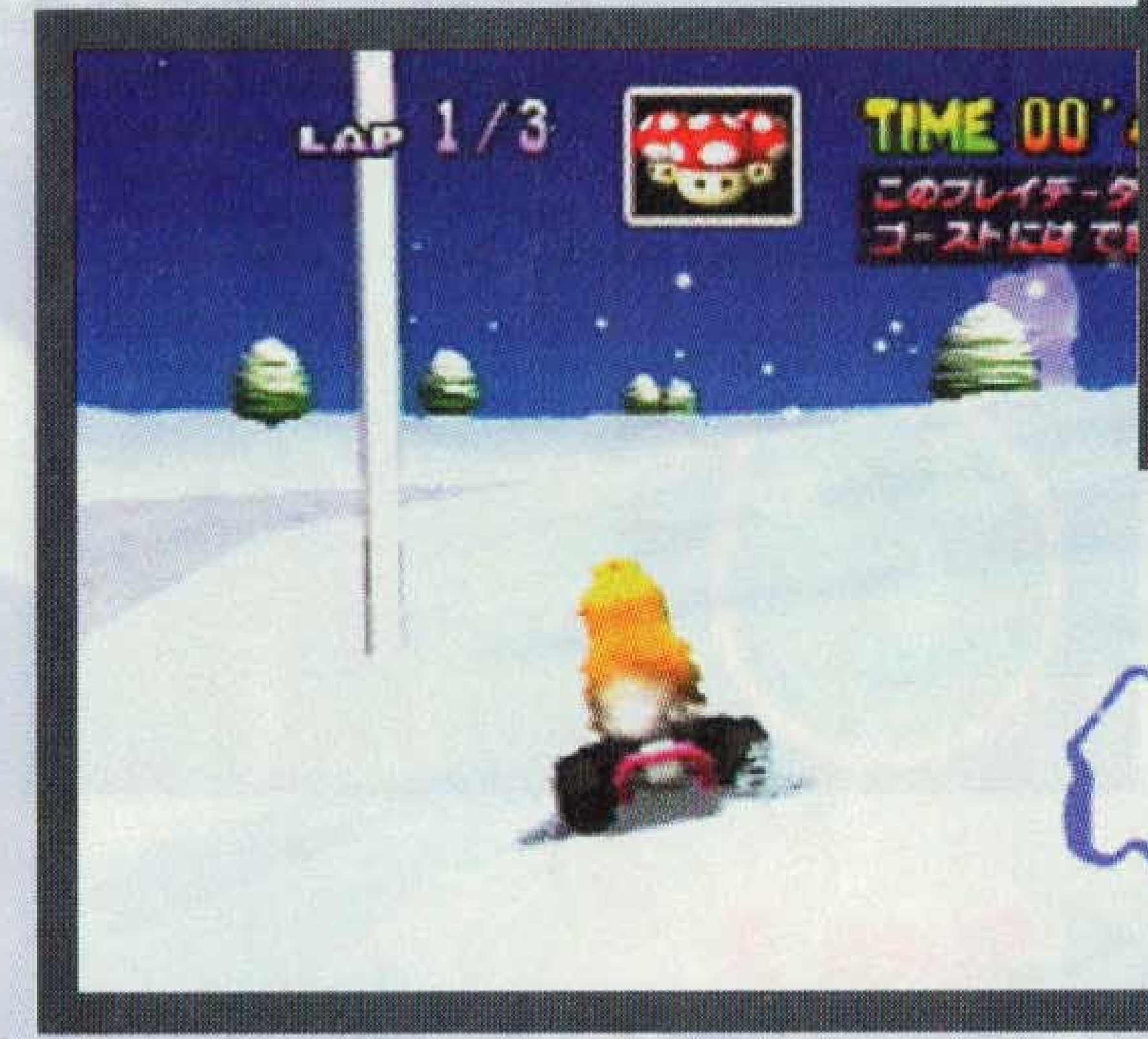
**Requirements:** None
**Mode/s:** Grand Prix and Time Trial
**Lap times with/without short cut:** 25"/45"
**Difficulty:** 3/5



### Step 1 ▷

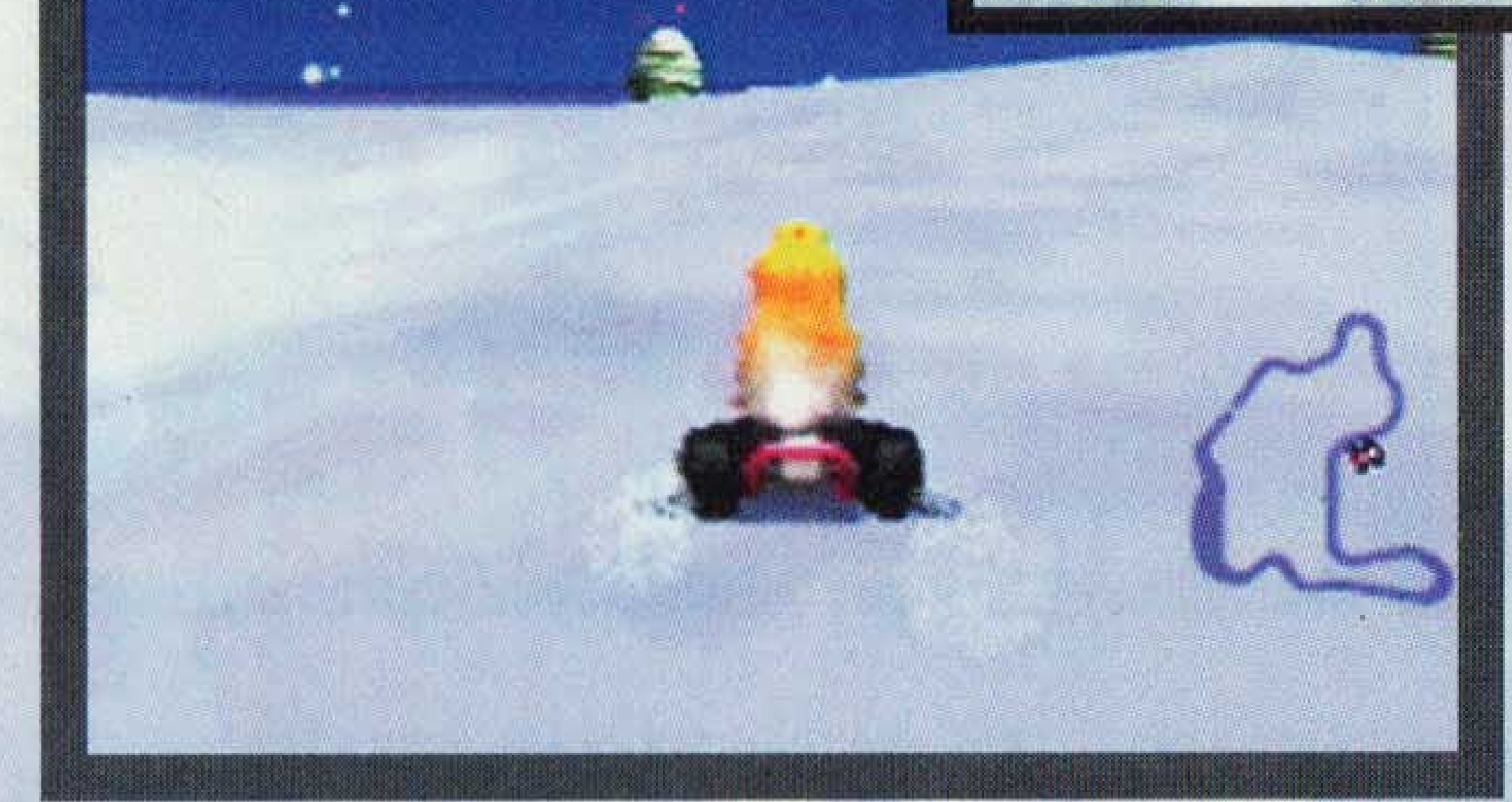
*As soon as the blue light comes on, turn through 180° and go back across the bridge. Once you're over the bridge, turn back around.*





### ◁ Step 2

*Head back towards the starting line, but before you leave the bridge, steer right and jump onto the snow bank on the right-hand side WITHOUT touching the road.*



### Step 3 ▷

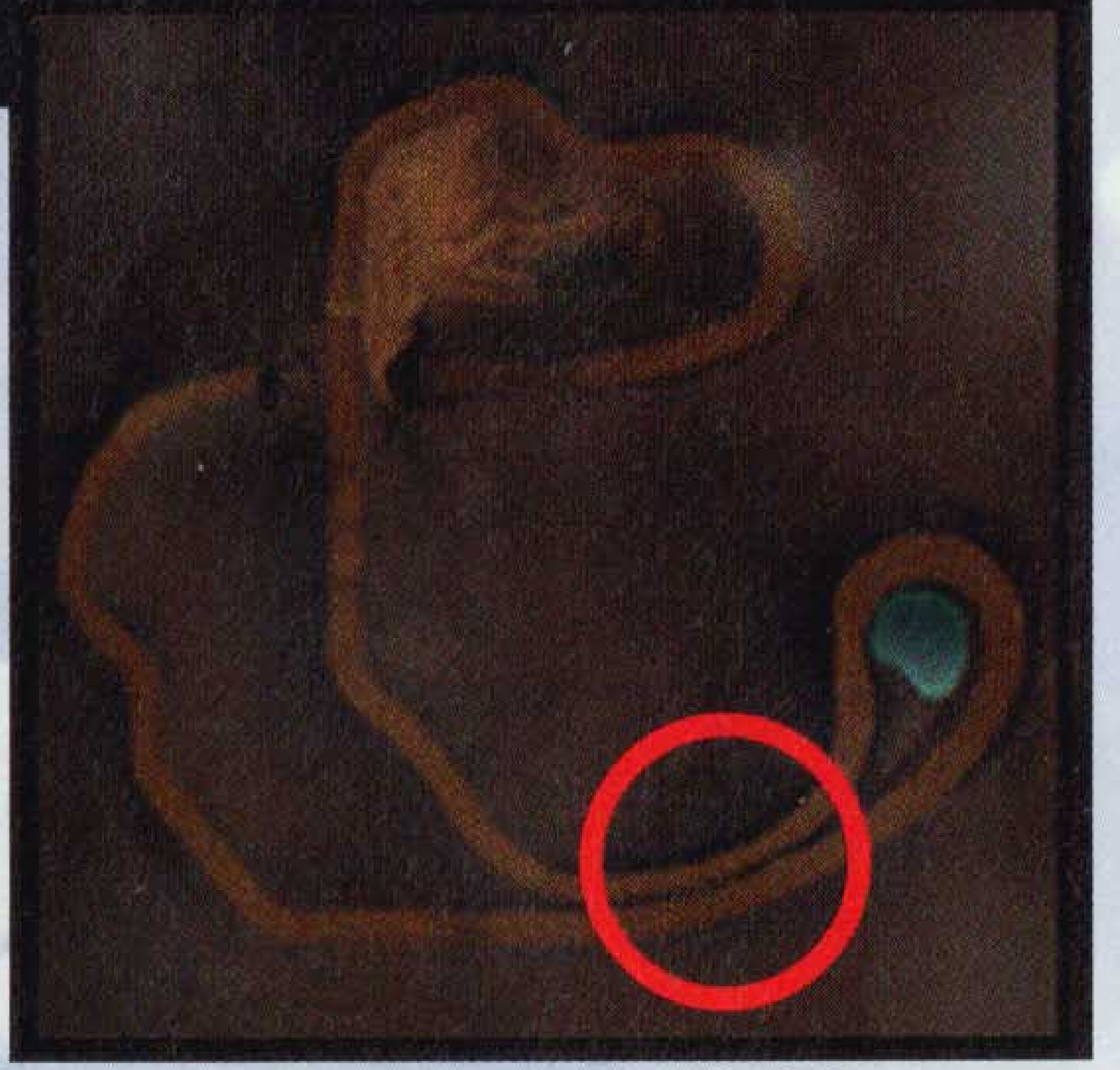
*Race past the starting line, then turn right and drive out as far as you can. Lakitu will pick you up and deposit you behind the line. Head forward over it and your N64 will register a lap. Not much fun, admittedly, but hey! What a lap time!*

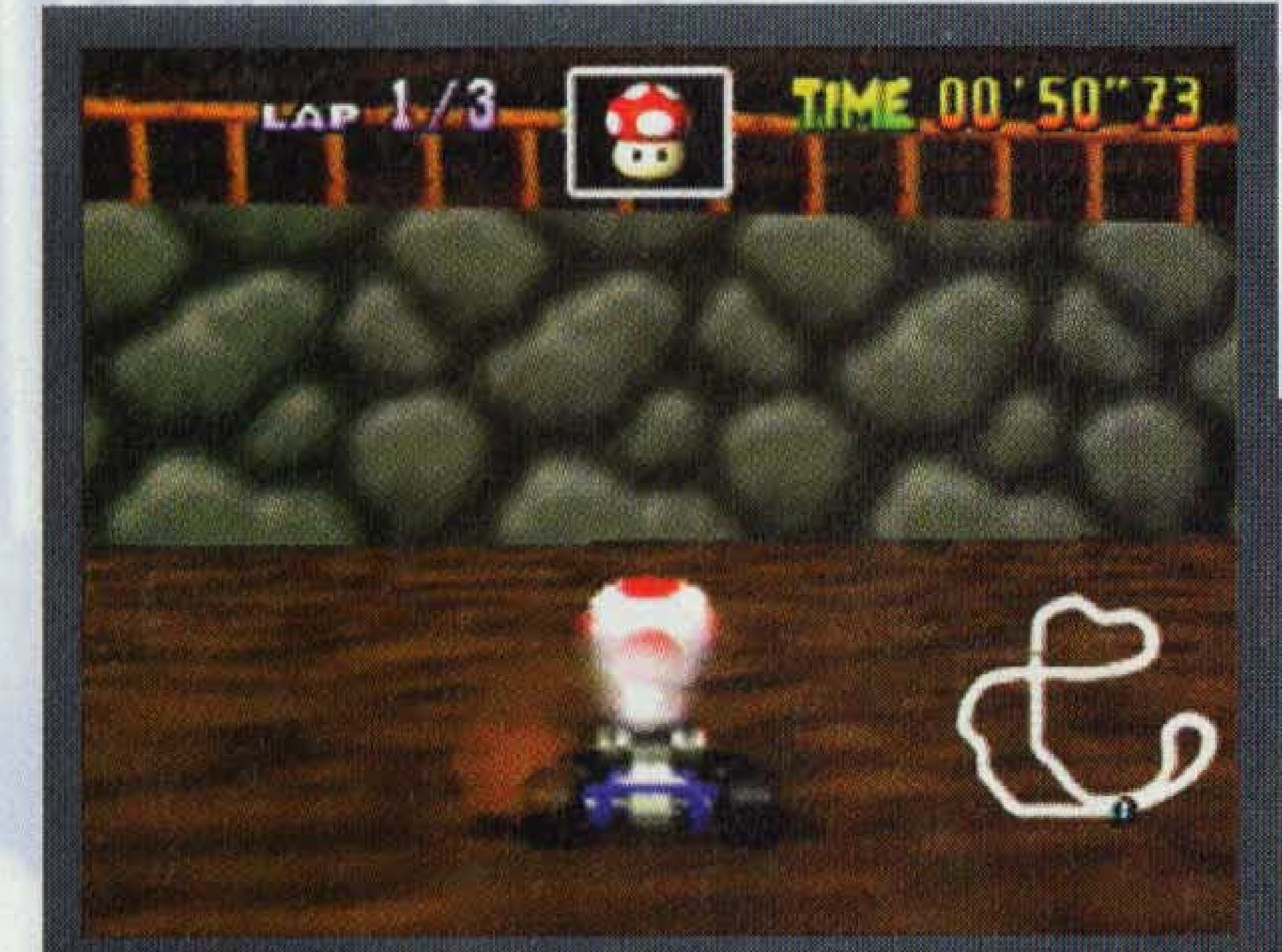
## CHOCO MOUNTAIN

## Cocoa Cladding Clash

A variation on the 'Italian Bounce', in that you must use momentum to hop your way over a wall. The guard rails in Time Trial mode make this extremely difficult.

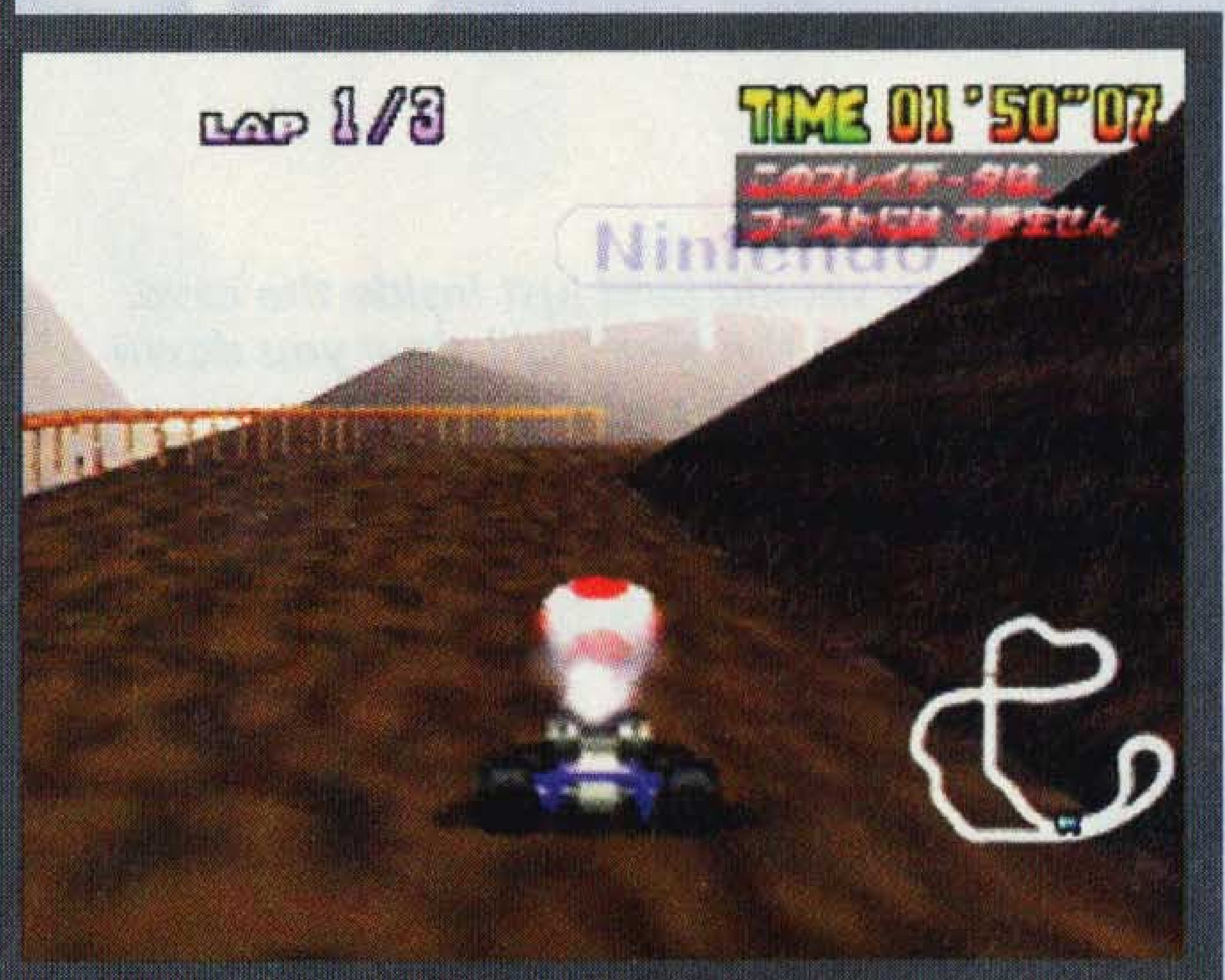
**Requirements:** None
**Mode/s:** Grand Prix
**Lap times with/without short cut:** 36"/43"
**Difficulty:** 4/5

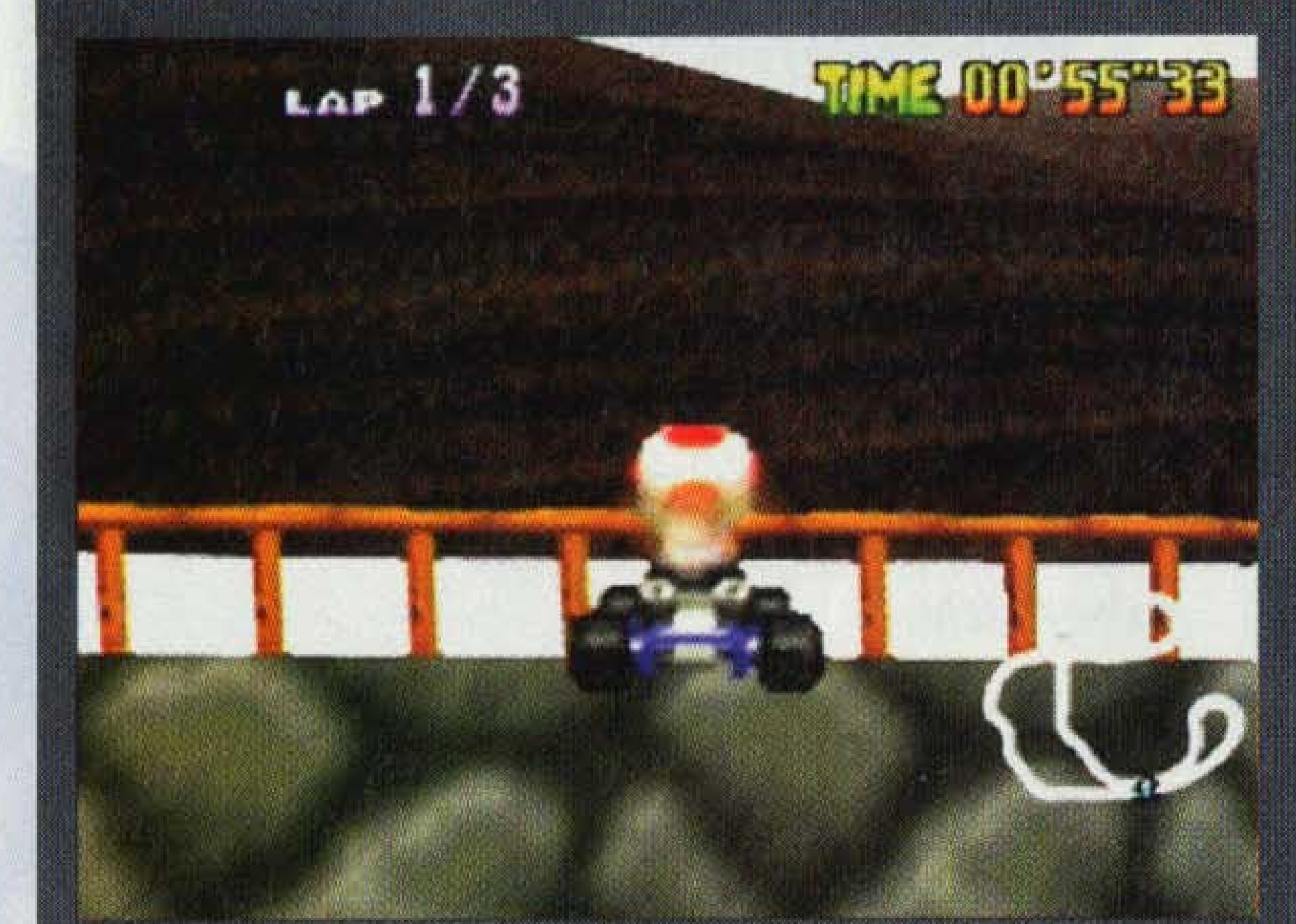




### ◁ Step 1

*Head through the tunnel and over the first bump. Drive a little further, approaching the end of the brick wall.*





### ◁ Step 2

*Turn 90° to face the wall, use a Mushroom and jump just before you hit the wall.*

### △ Step 3

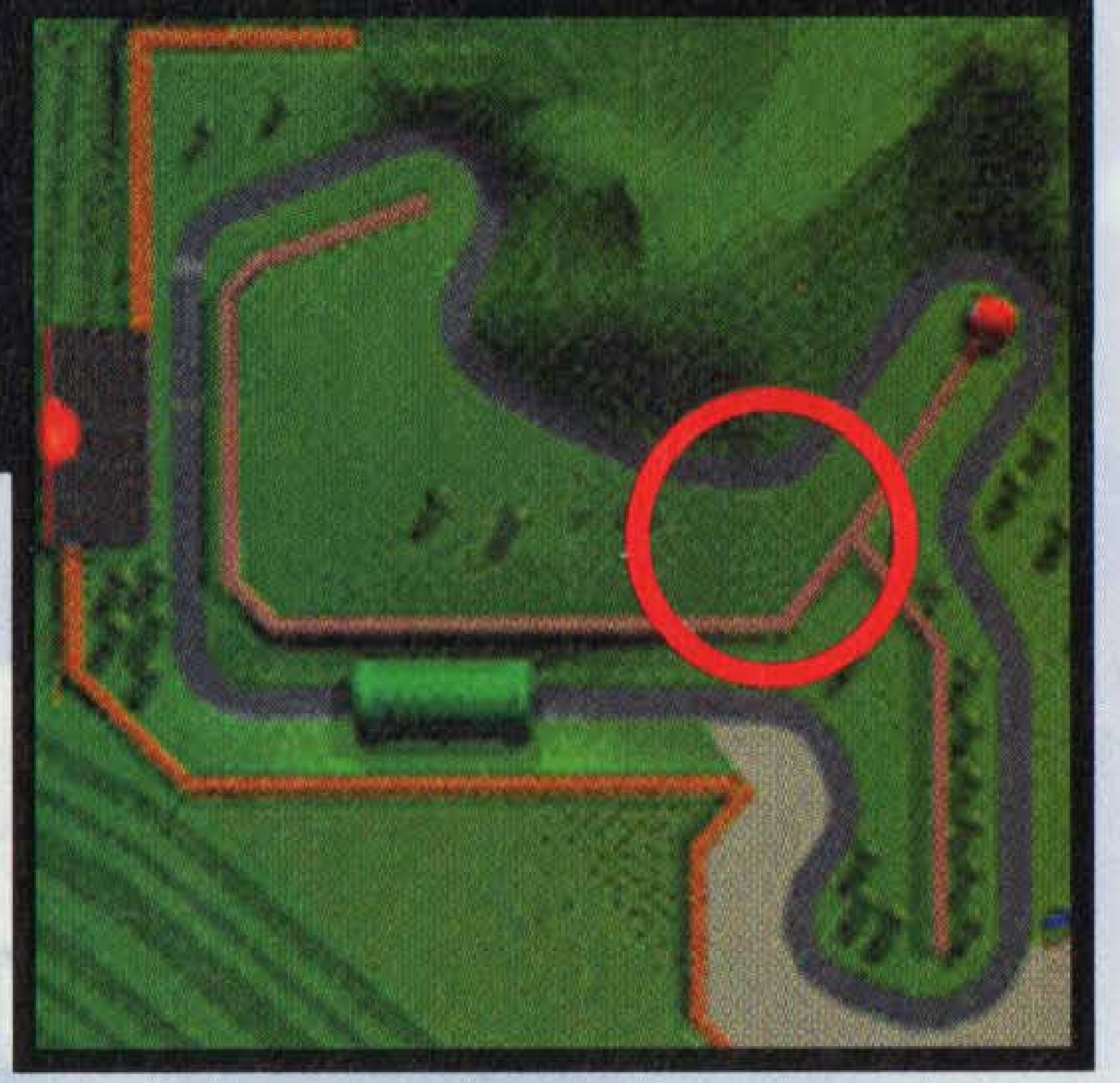
*If you're successful, you'll bounce over the wall to the higher area of the track.*
***Alternatively:*** *You can also do this, although it's much, much harder, from the top of the first bump.*

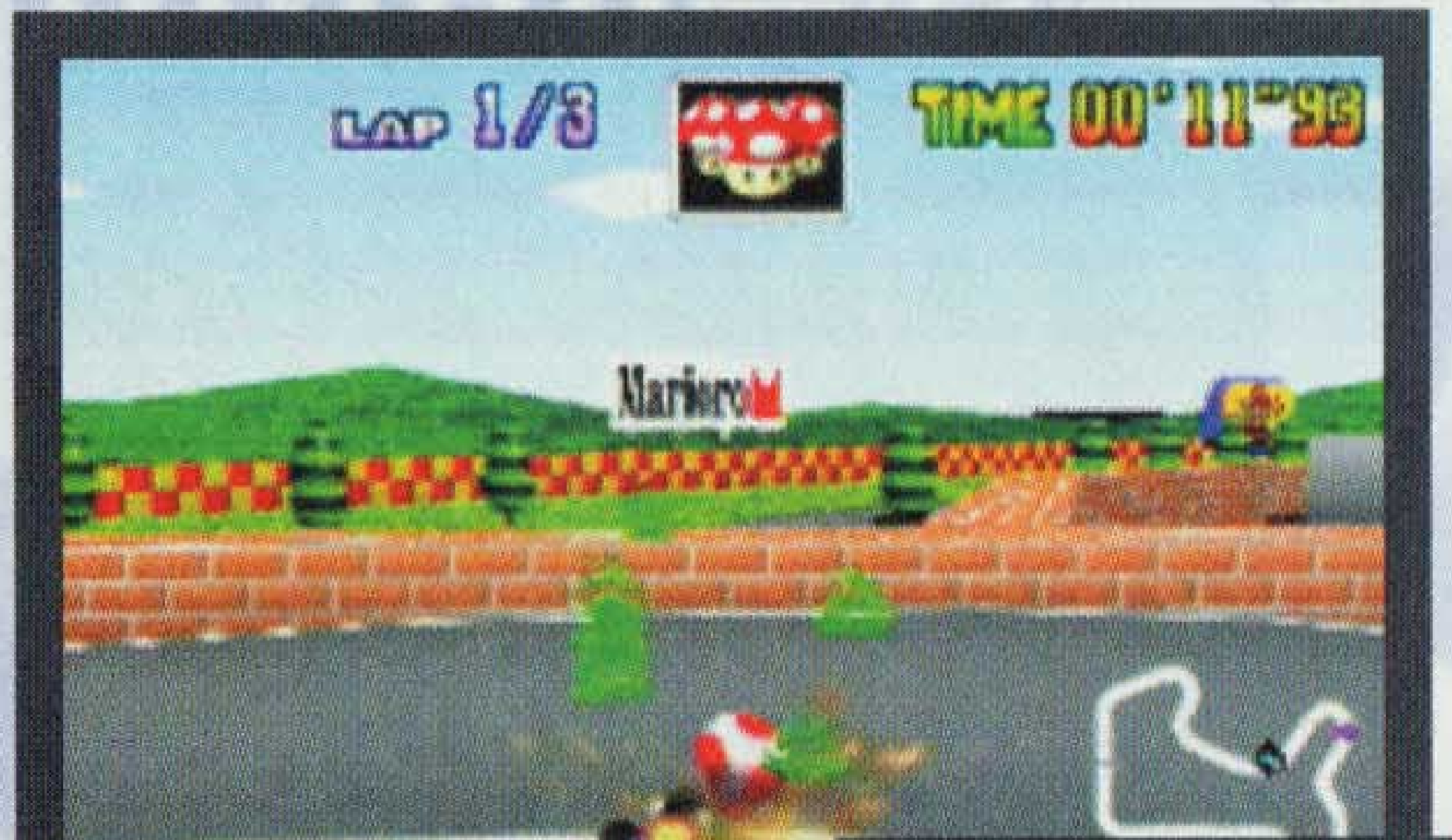
## MARIO RACEWAY

## Mario's Midair Miracle

The stuff legends are made of. Hearteningly, it seems that a lot of you can do this, if the millions of Championship entries are anything to go by. But, by the same token, those same people will know how insanely difficult this is to do correctly. Sleepless nights assured.

**Requirements:** A Mushroom. And Divine Will.
**Mode/s:** Time Trial
**Lap times with/without short cut:** 22"/34"
**Difficulty:** 5/5



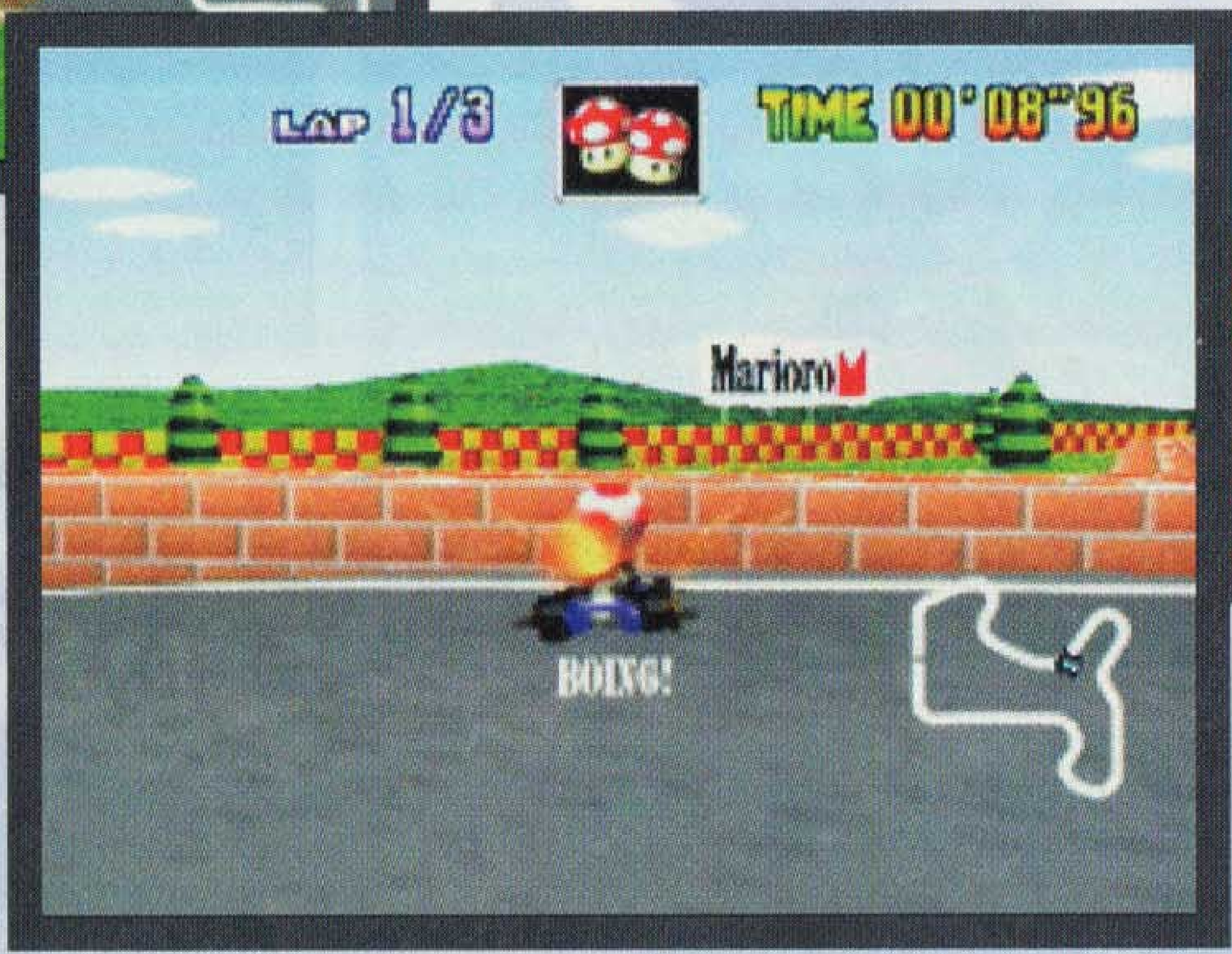

LAP 1/3
TIME 00'11"93
Marioro

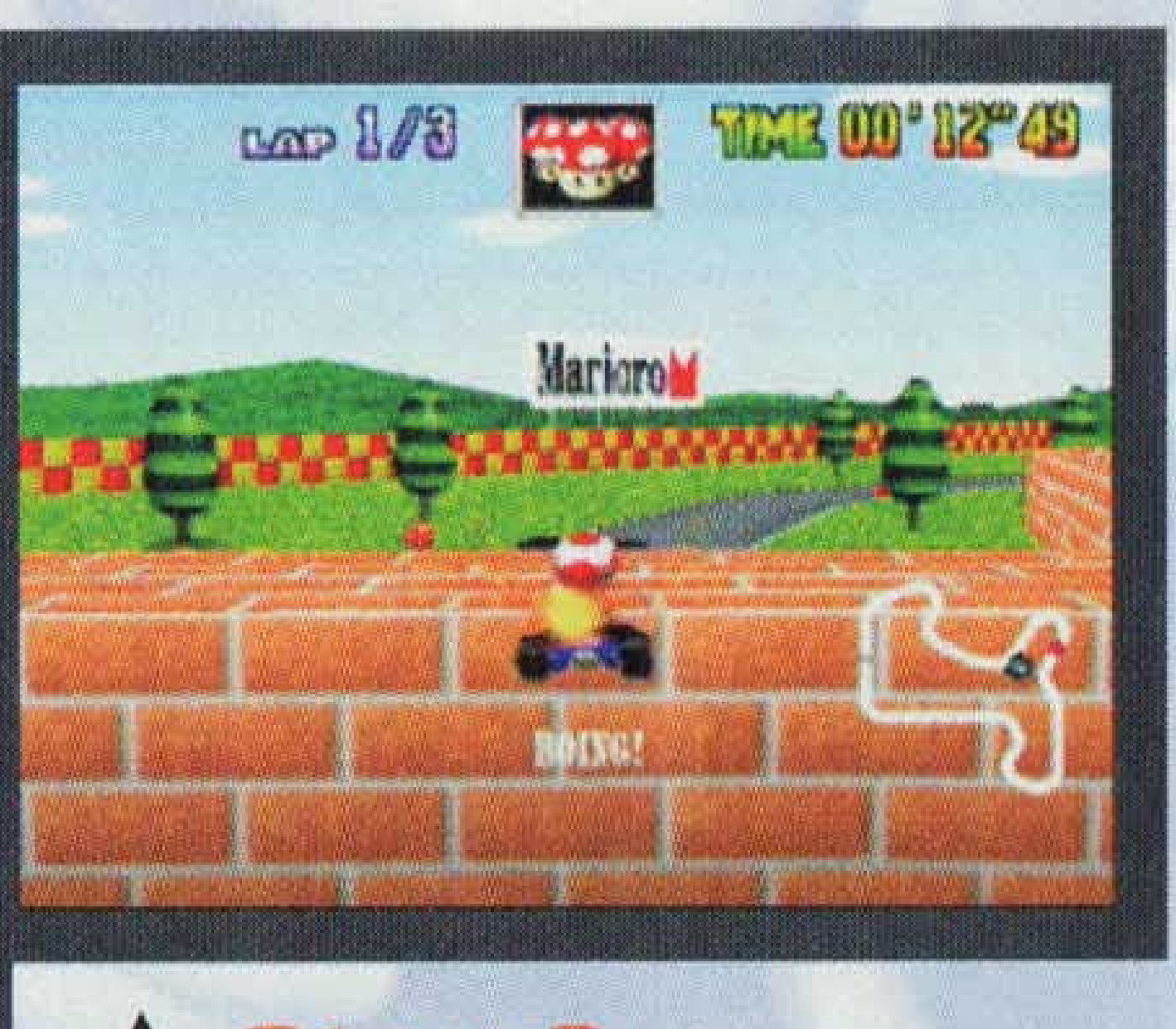
### ◁ Step 1

*Head up the slope of the fourth corner (the one before the hairpin bend around the giant mushroom), and, at the highest point, turn directly back on yourself, aiming for the point just to the right of where the two walls intersect.*

### Step 2 ▷

*Activate a mushroom and jump just as you reach the edge of the track.*


LAP 1/3
TIME 00'08"96
Marioro
BOING!


LAP 1/3
TIME 00'12"49
Marioro
BOING!

### △ Step 3

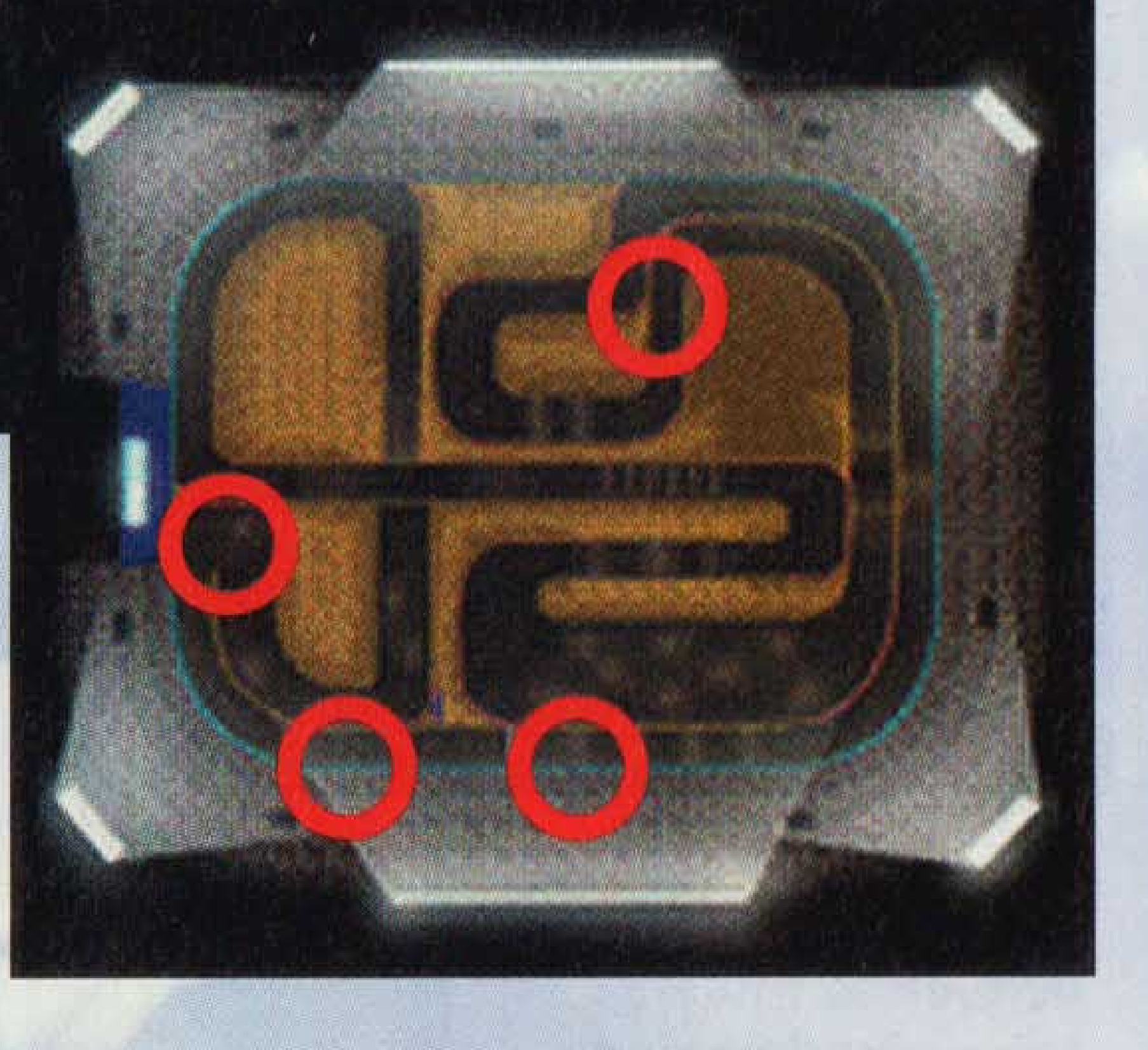
*With superhuman skill and the grace of God, over the wall you'll sail, landing to the left of the giant green pipe, thus cutting out half the track. (For a more detailed set of instructions, see Jonathan's Masterclass in issue 4.)*

## WARIO STADIUM

## Wario's Wall Wiplash

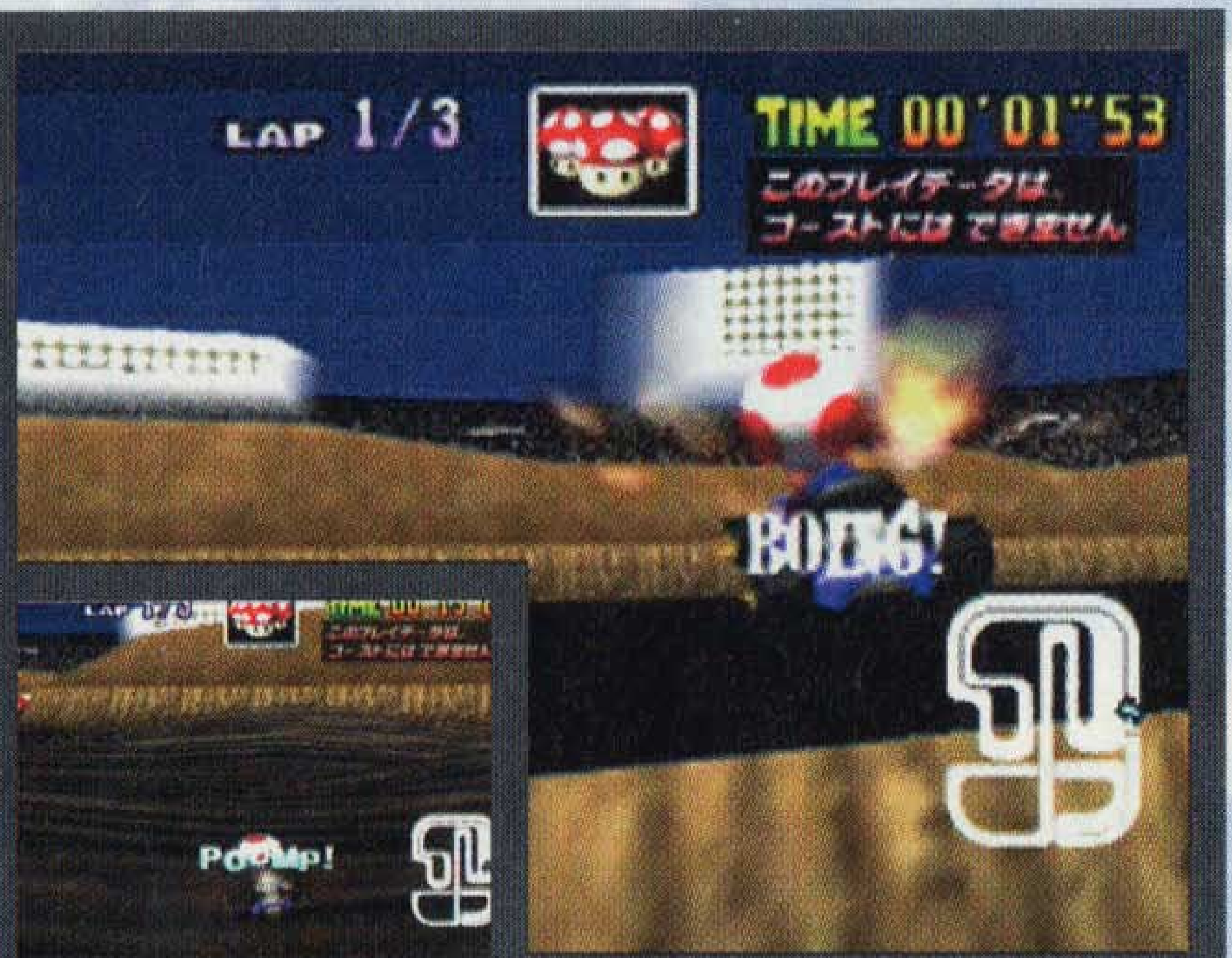
More hit-the-wall-and-hop fun. There are actually two short cuts here, which, if successfully attempted, will get you a lap time of around 10 seconds!

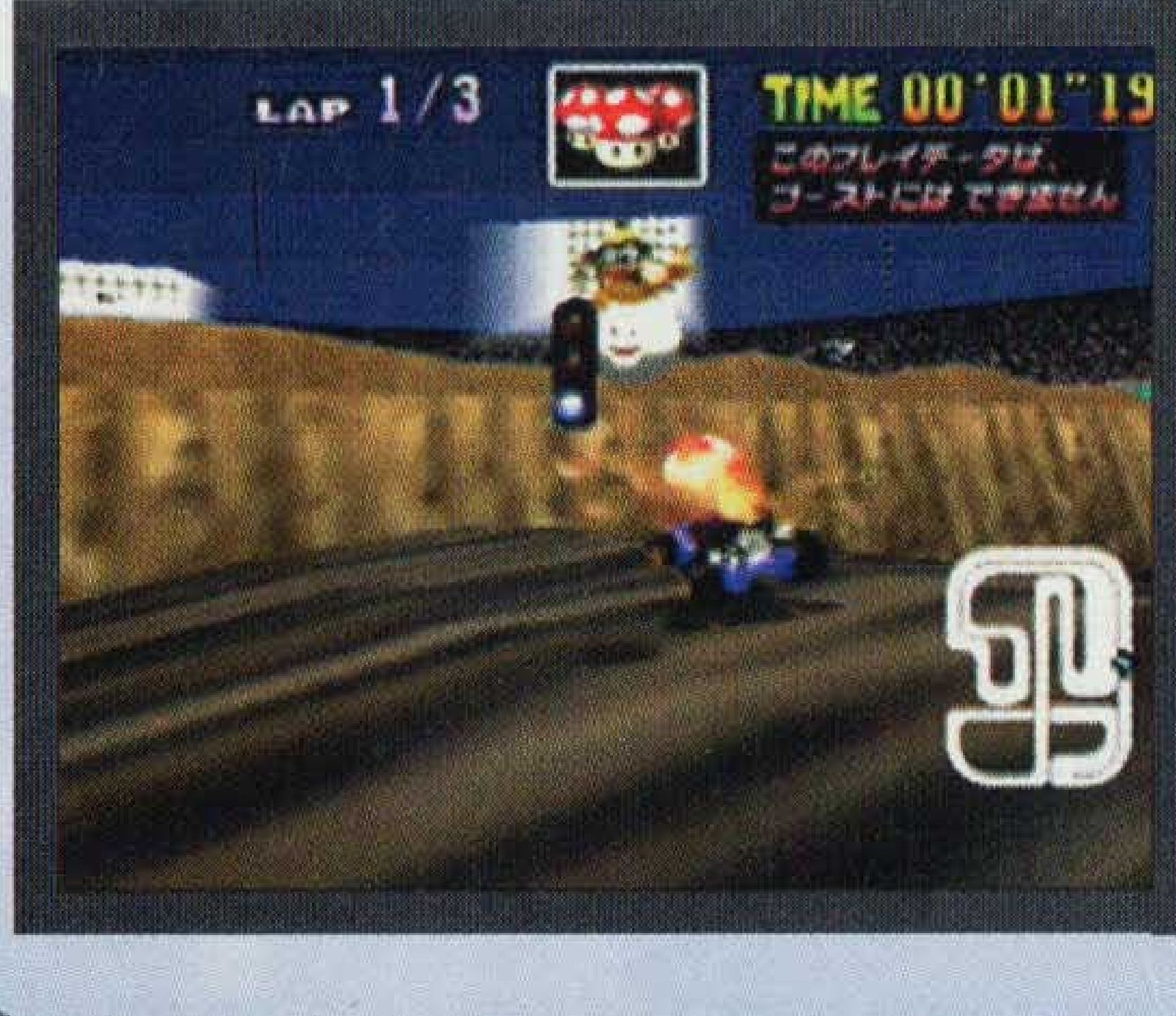
**Requirements:** Pure speed and inertia.
**Mode/s:** Grand Prix and Time Trial
**Lap times with/without short cut:** 0'10"/1'35"
**Difficulty:** 4/5

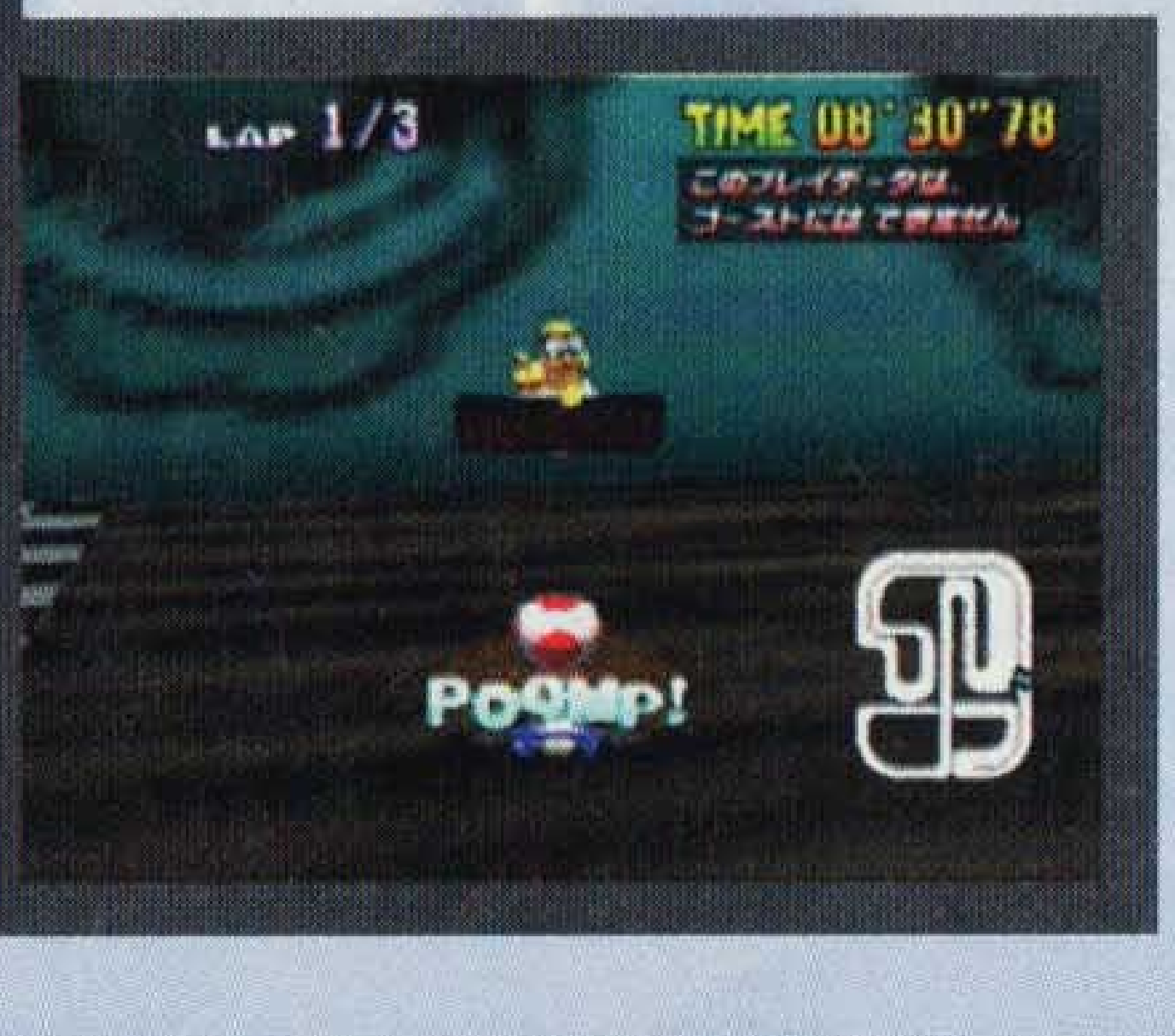


### Short cut 1 ▷

*You'll need a perfect start (or to be going at least at 50 km/h). Head towards the hump directly ahead of you, turning to the left. At the top of the hump, hit the wall head on, jumping at the same time. You should catapult yourself over, chopping out a lot of the course.*


LAP 1/3
TIME 00'01"53
このフレイデータは、
ゴーストには できません
BOING!
POOMP!


LAP 1/3
TIME 00'01"19
このフレイデータは、
ゴーストには できません


LAP 1/3
TIME 08'30"78
このフレイデータは、
ゴーストには できません
POOMP!

### ◁ Short cut 2

*Right. Here's where it gets more difficult. Once you're on the other side of the wall, turn left until you see the red arrows on the wall, and aim for the point that lies just behind the finishing line. Again, it's essential that you hit the wall head-on at high speed, jumping just prior to contact. Success will allow you to fly over the finishing line for a ridiculously short lap time. Smashing.*

**Alternatives:** The areas marked on the map also allow short cuts following the same principle as above.

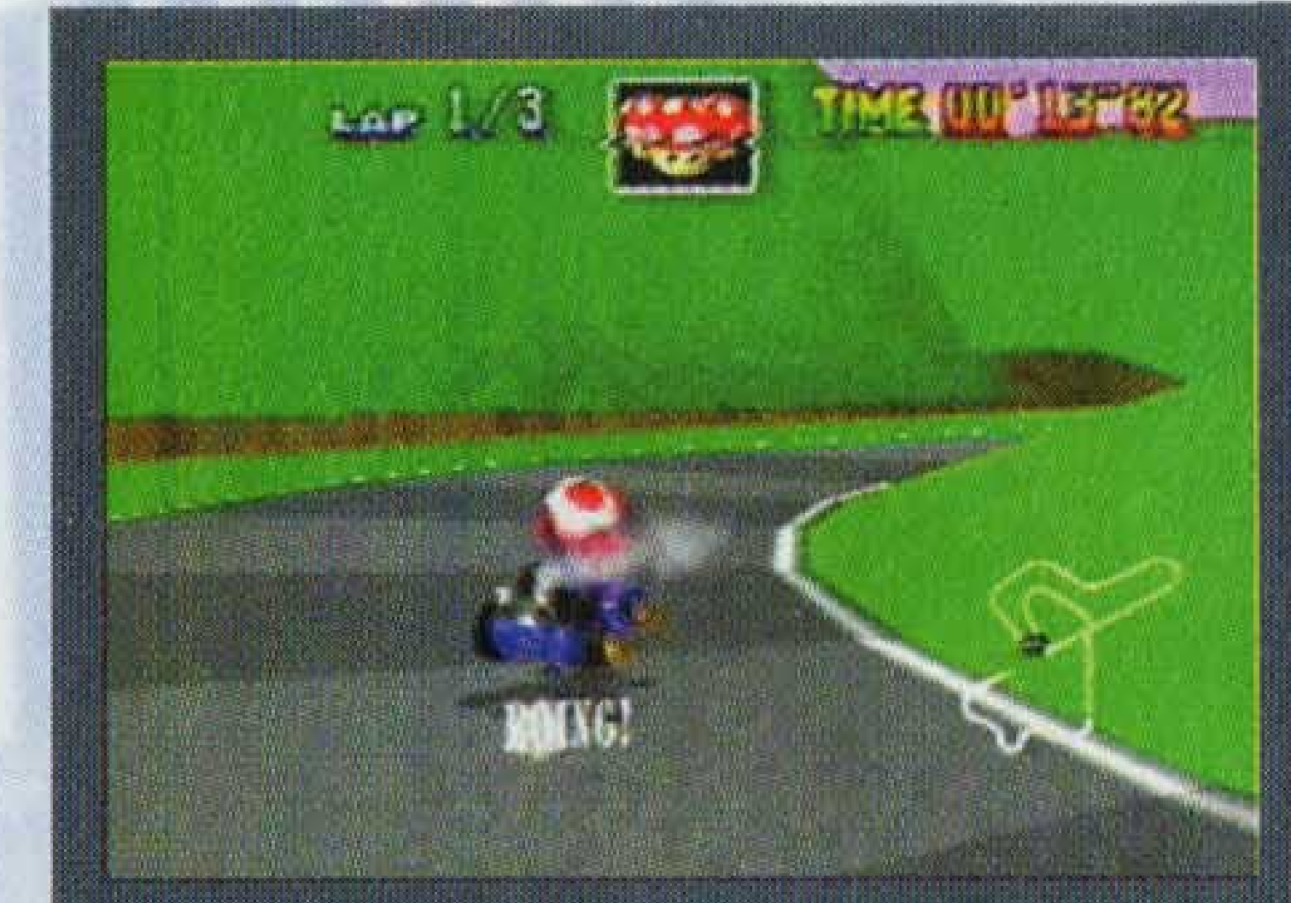
GO! GO! ▷

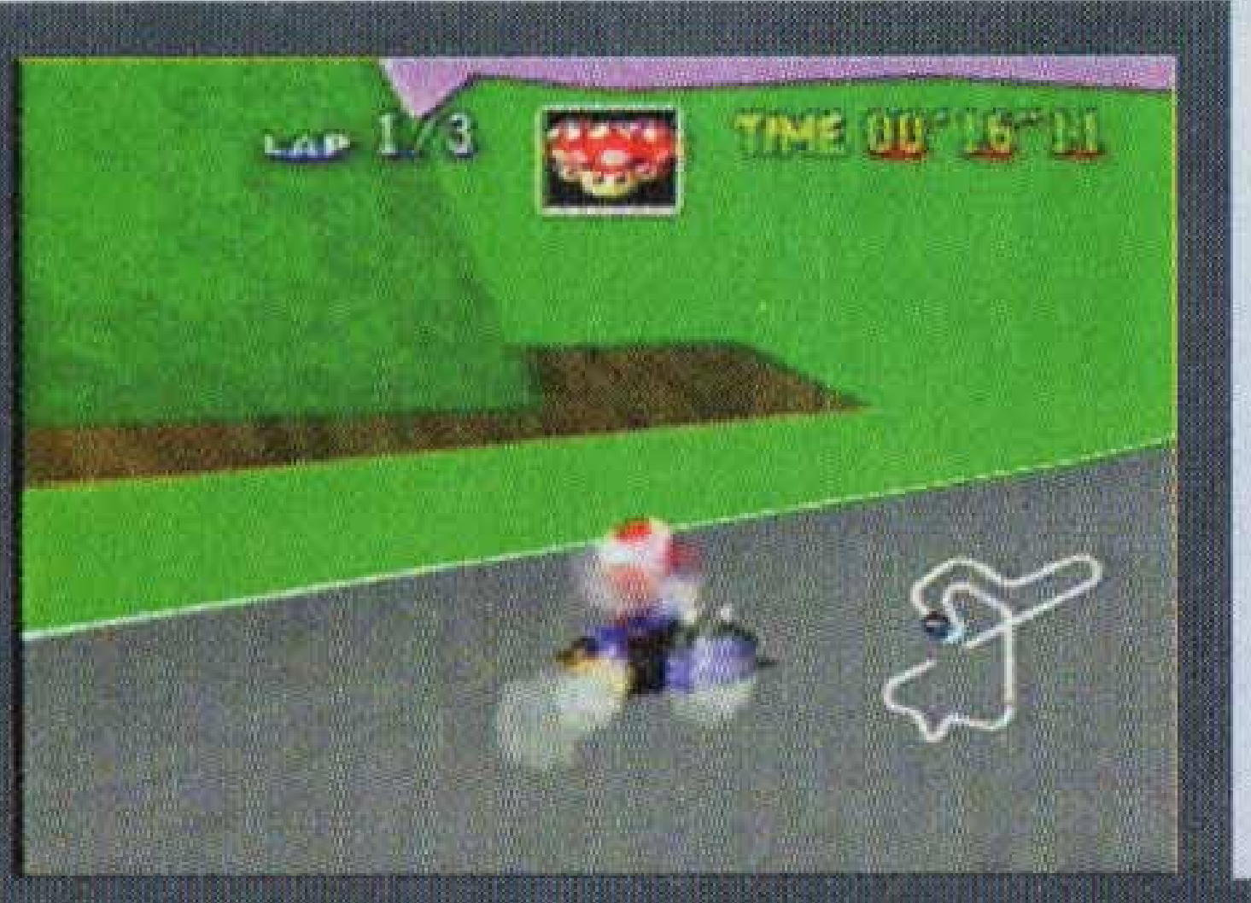
## ROYAL RACEWAY

## Silver Spoon Splashdown

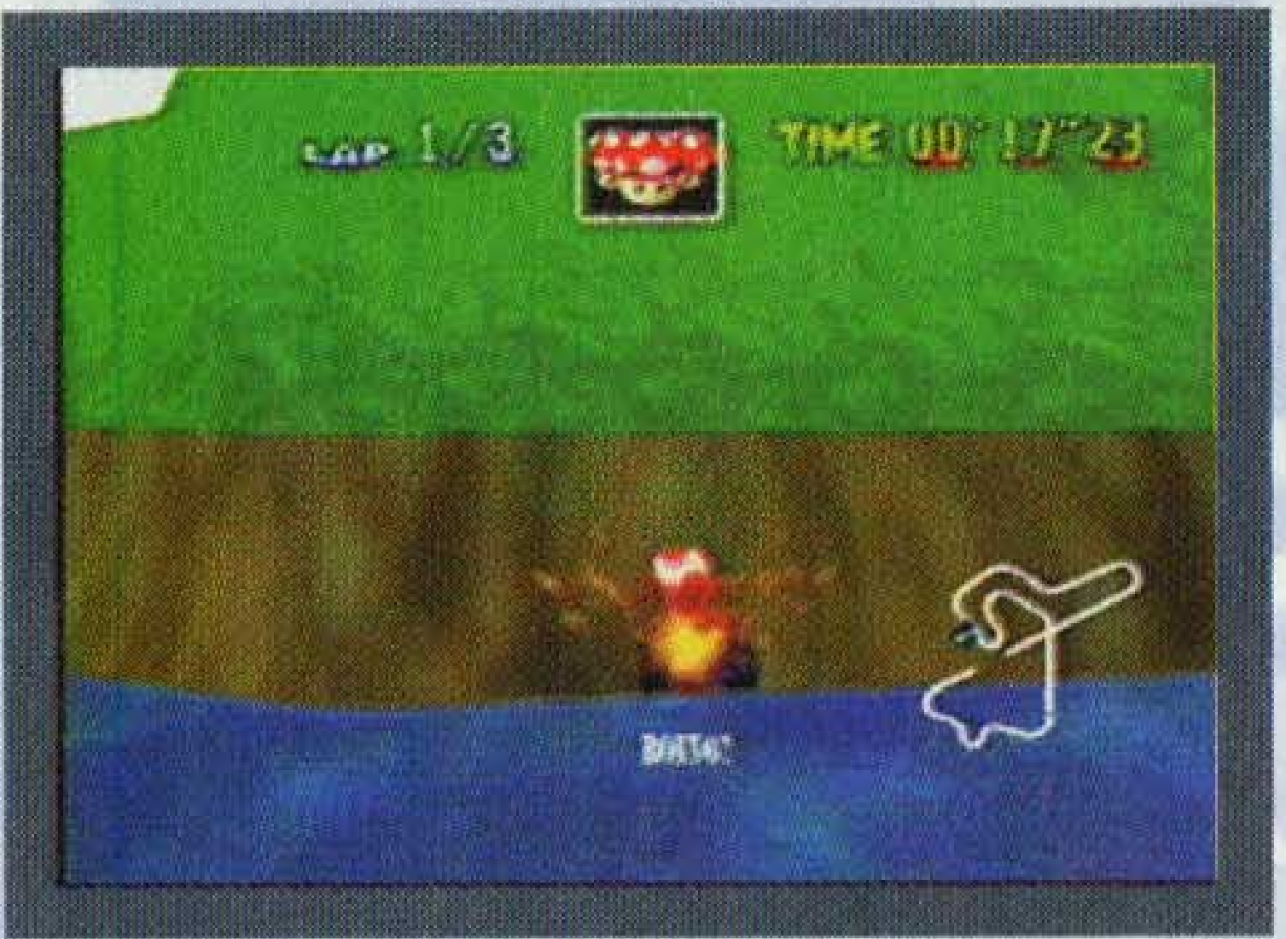
What appears to be another 'glitch-cut', but one that offers great cheat potential, in both Time Trial and Grand Prix. Snooty.

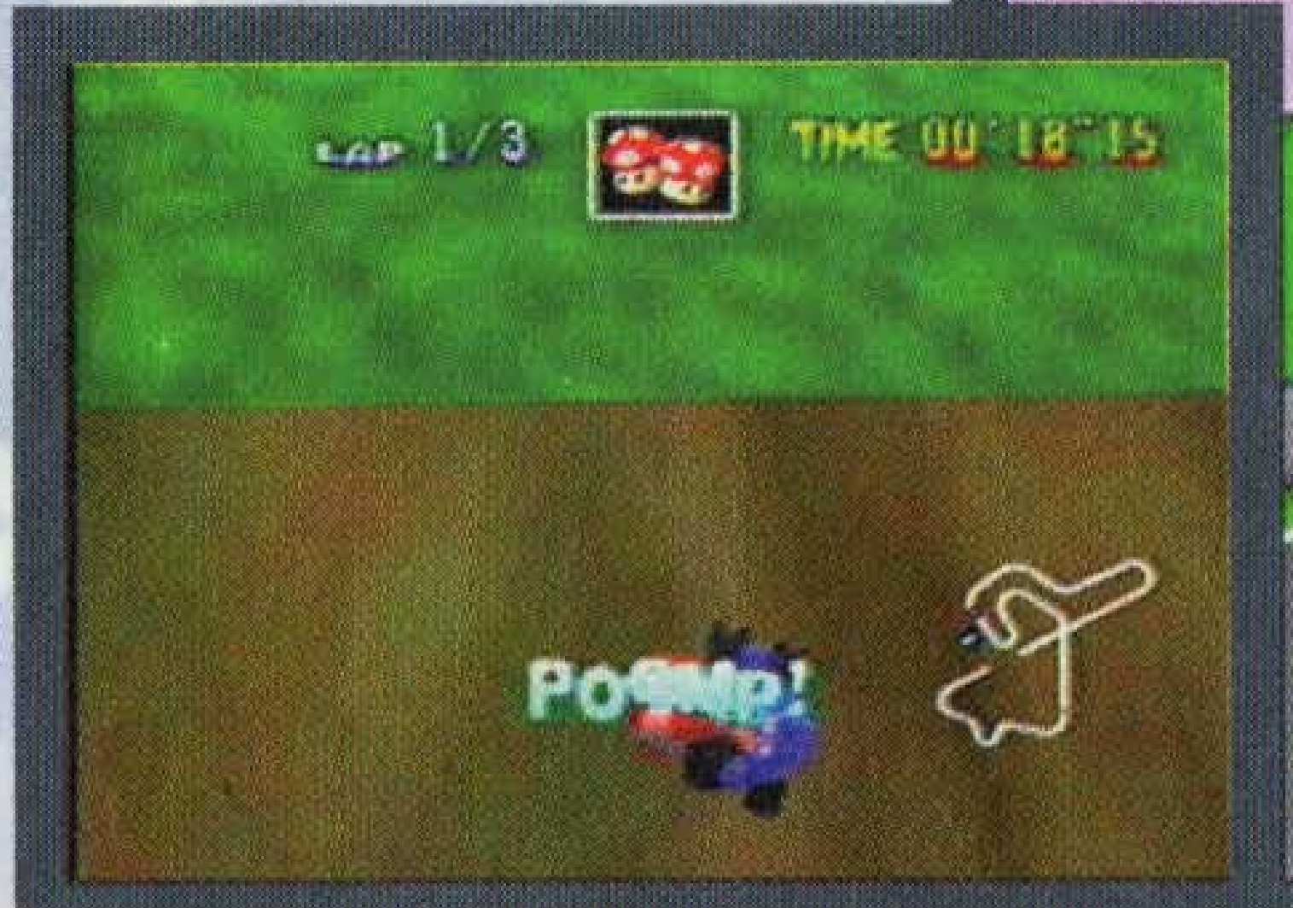
**Requirements:** A Mushroom
**Mode/s:** Grand Prix and Time Trial
**Lap times with/without short cut:** 45"/1'04"
**Difficulty:** 2/5


LAP 1/3
BOING!

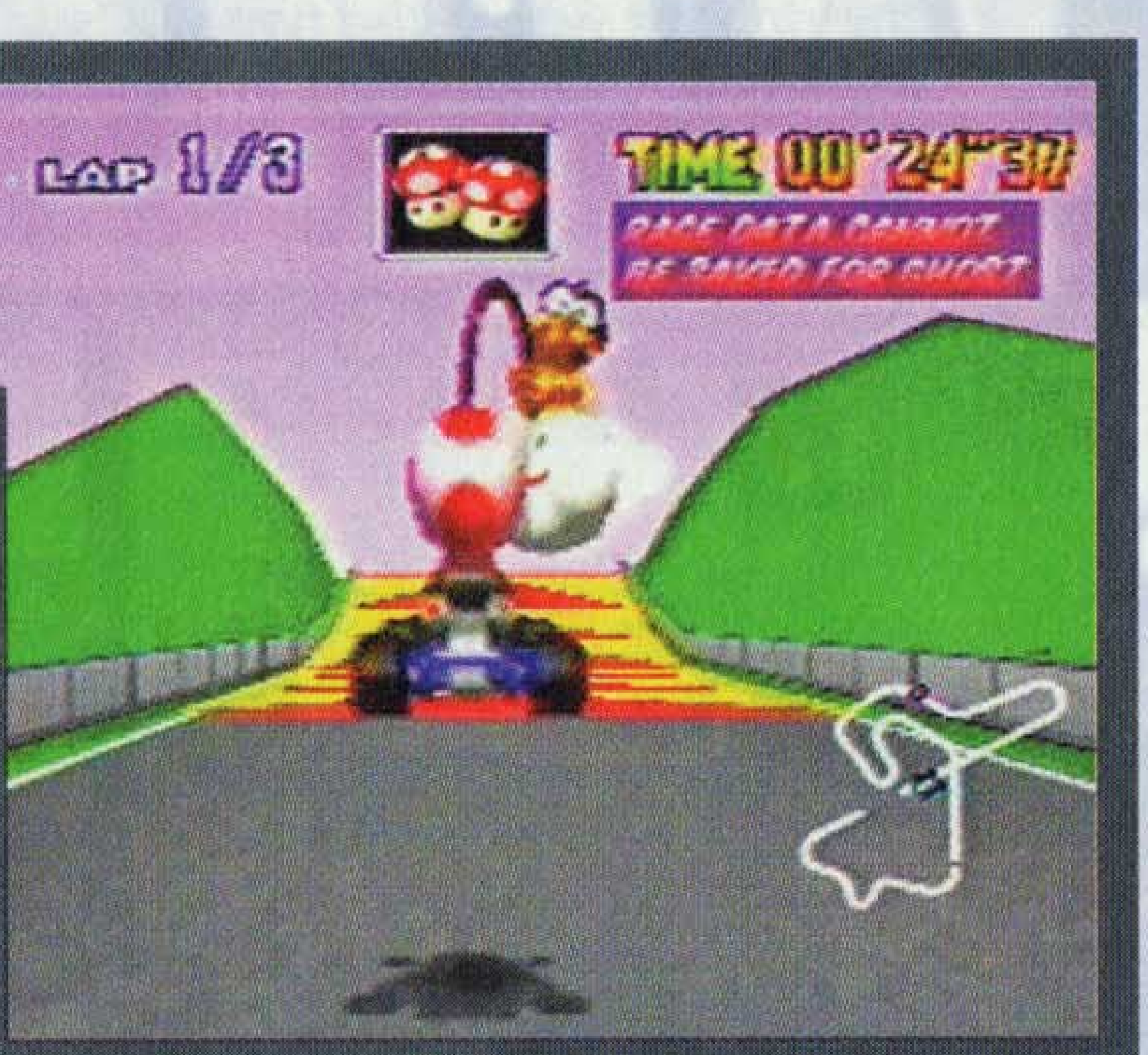

LAP 1/3
TIME 00'16"11

△ **Step 1**
*Just after the third corner – the hairpin bend – steer left and head towards the water.*

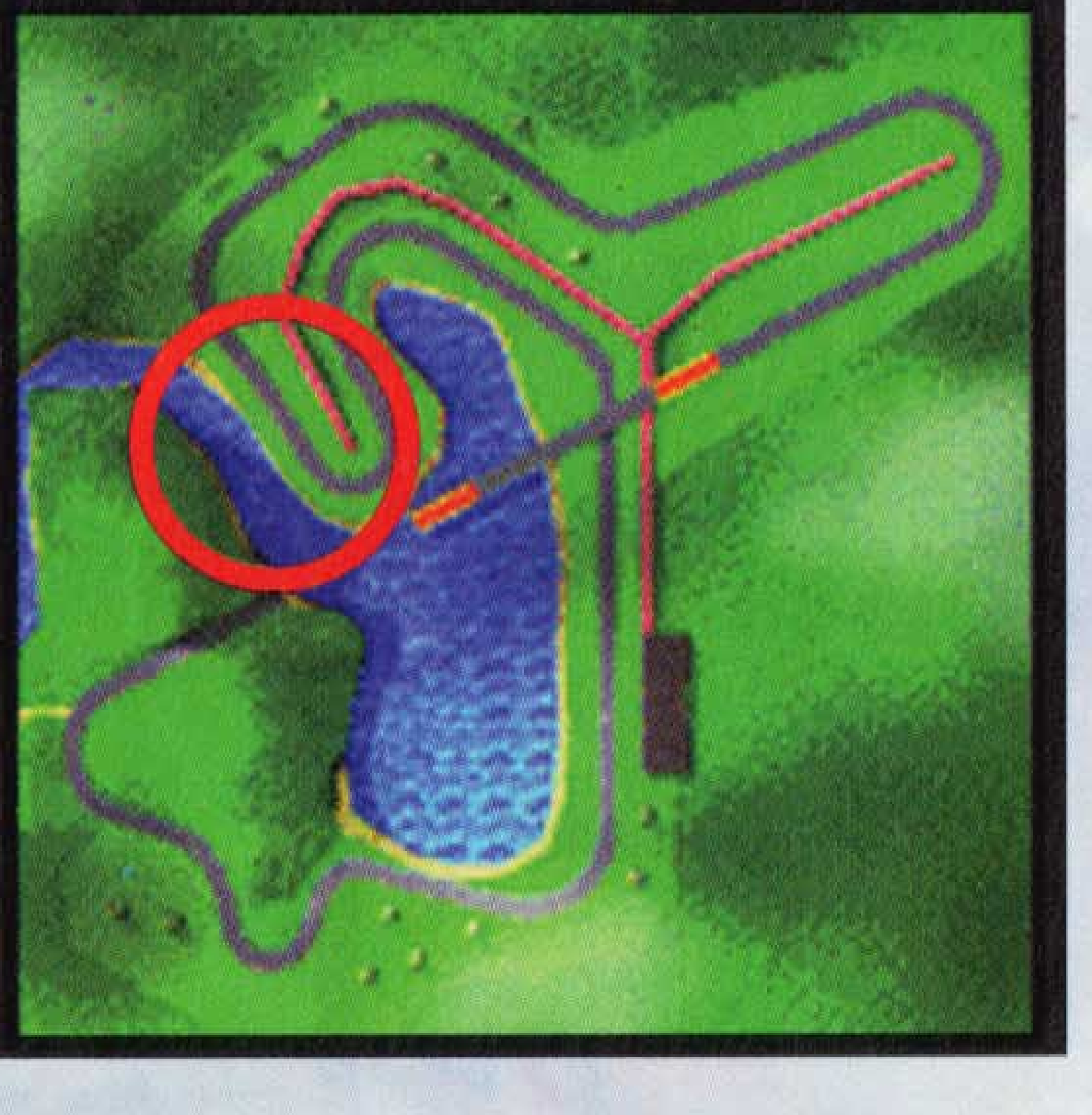

LAP 1/3
TIME 00'17"23


LAP 1/3
TIME 00'18"15
POOMP!

△ **Step 2**
*Aim for the right hand side of the wall on the opposite bank, activate a mushroom, and jump just before you reach the water's edge.*


LAP 1/3
TIME 00'24"37
RACE DATA CANNOT BE SAVED FOR GHOST

△ **Step 3**
*All being well, you'll hit the wall ('POOMP' being written in the air) and fall into the water. Lakitu will fish you out, replacing you at the top of the huge jump.*



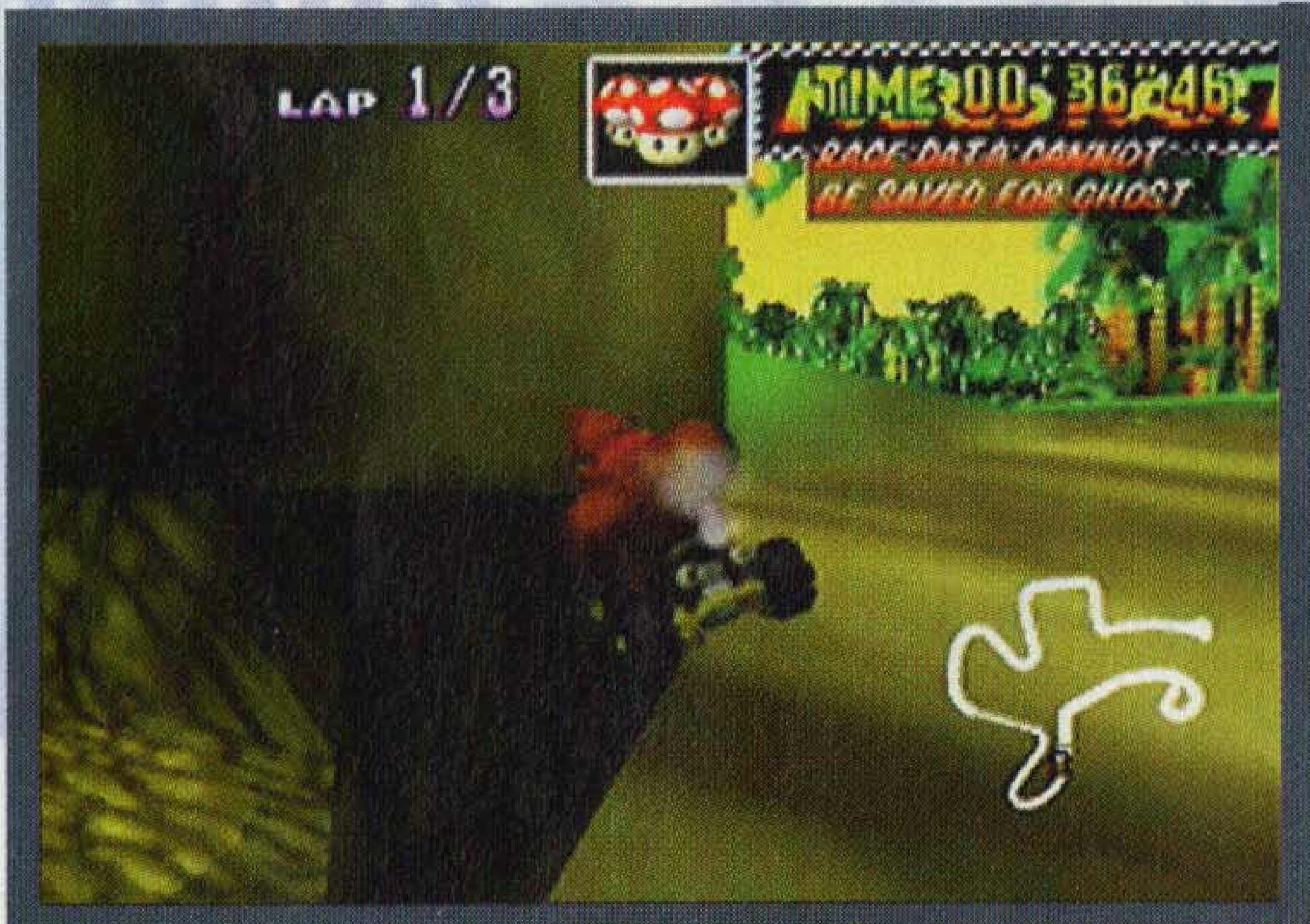
**Alternatives:** There is the, ahem, 'short cut' where you turn left off the big jump in the vain hope you'll hit the bank by the wiggly bit, so Lakitu will fish you out and put you there. It only works about once in 200 tries, and you would, of course, be insane to attempt it in a race.

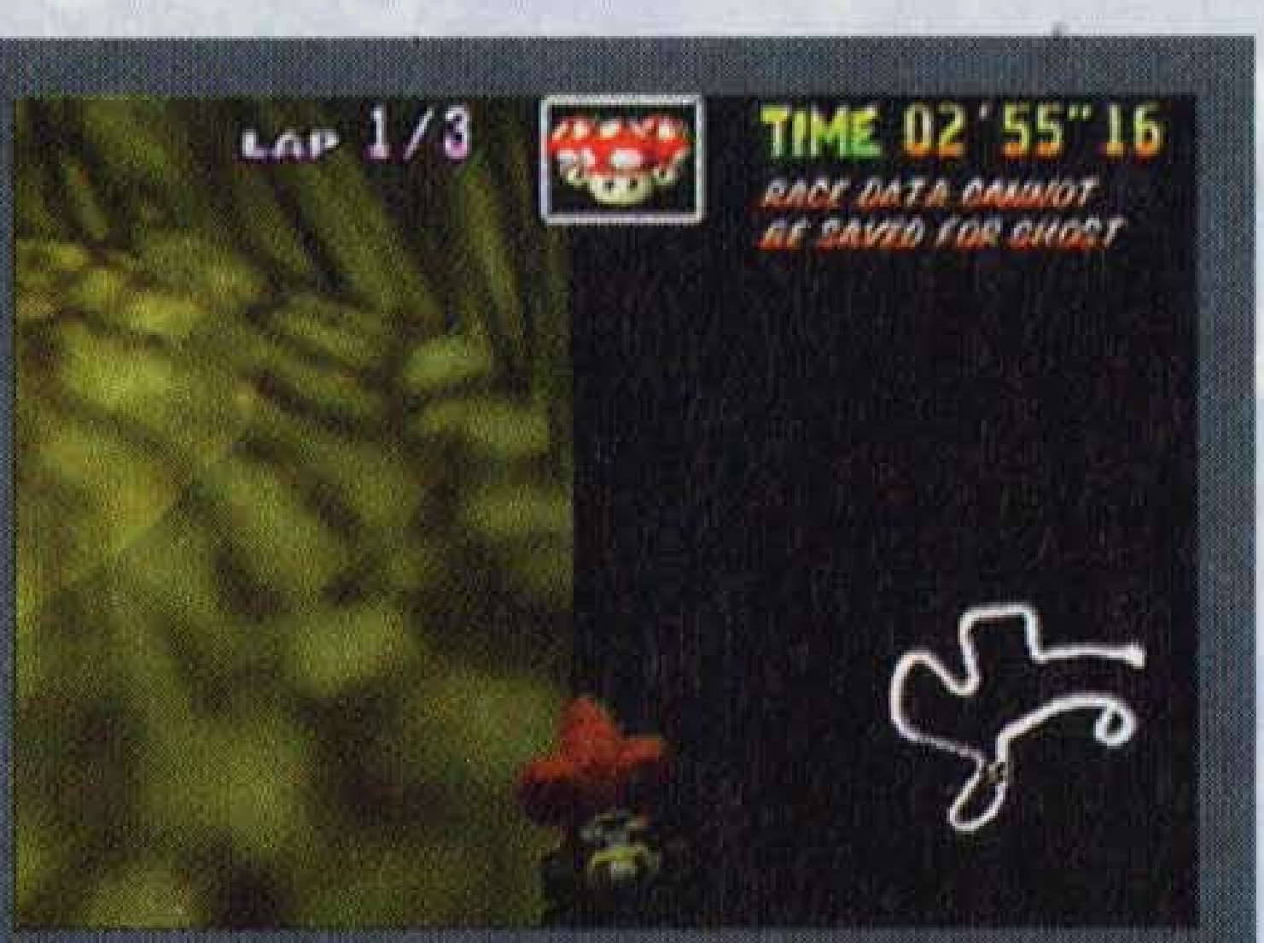
## DK's JUNGLE PARKWAY

## Ape Cave Tardis

Fiendishly difficult and very, very, strange; fall through a solid wall into null space, thus completing a lap. Obviously.

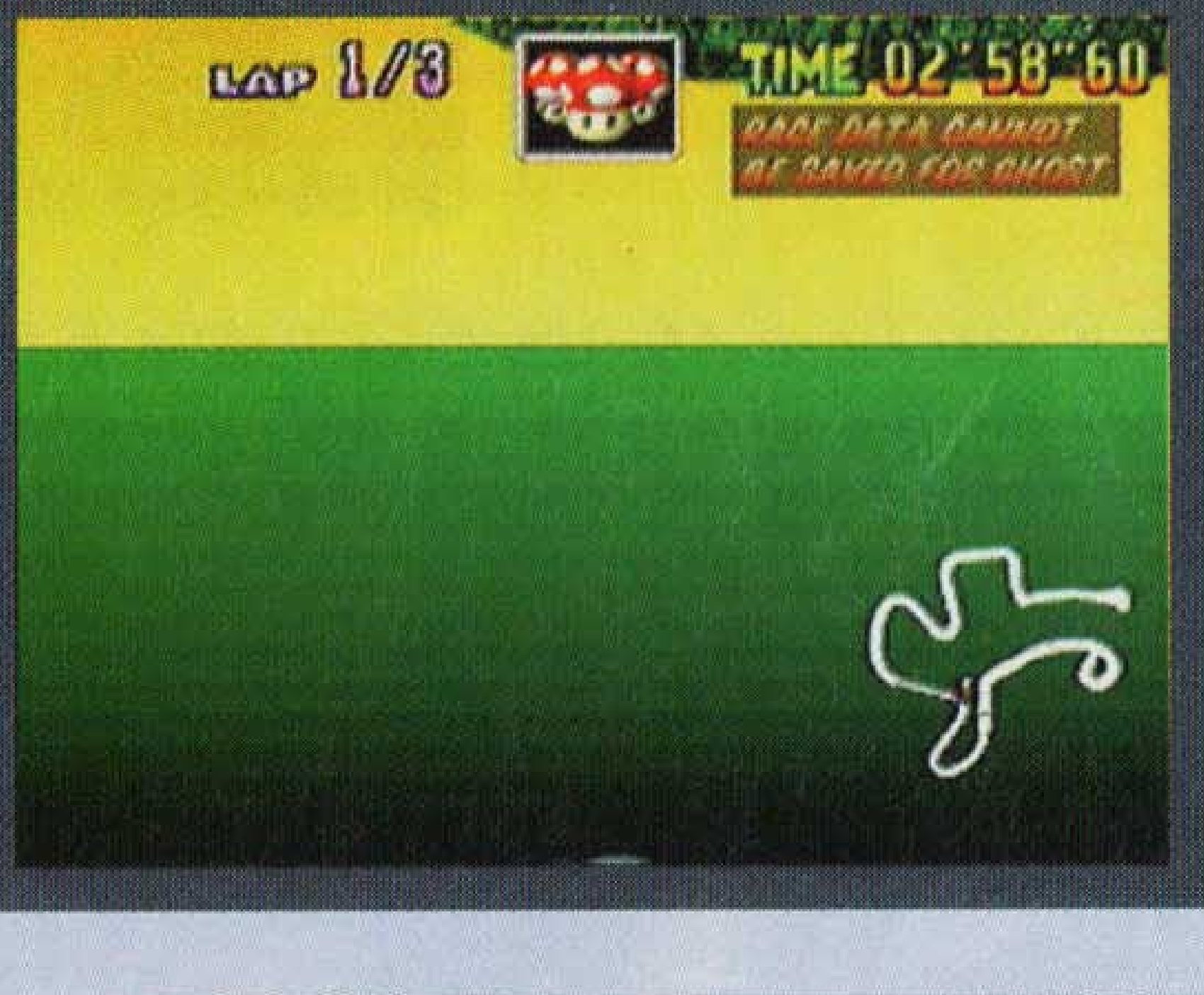
**Requirements:** Deadeye direction
**Mode/s:** Time Trial
**Lap times with/without short cut:** 19"/55"
**Difficulty:** 5/5

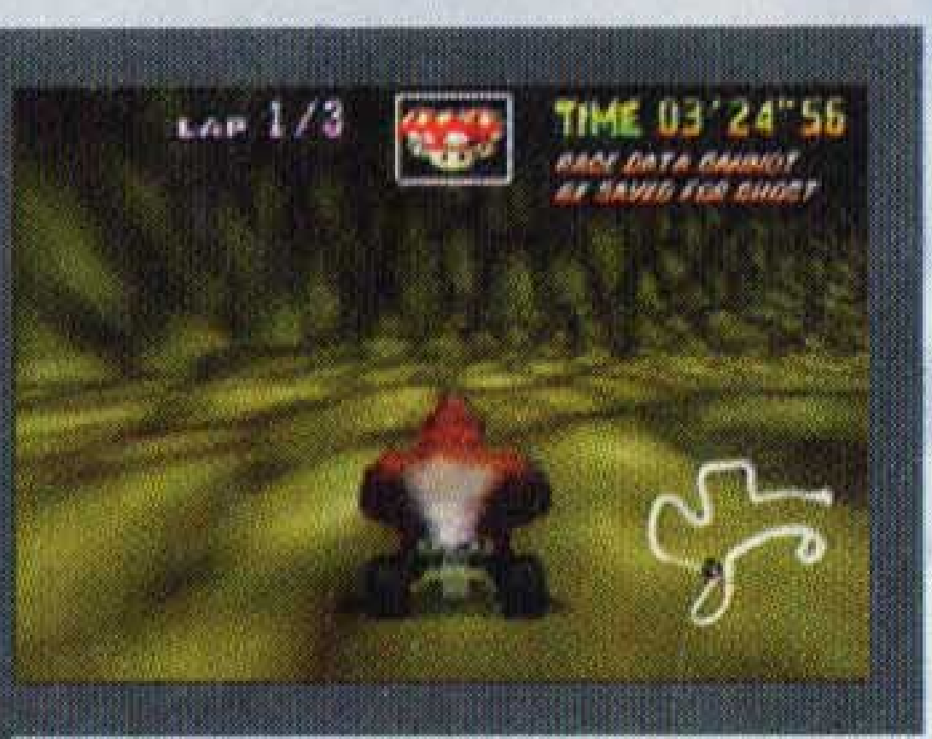

LAP 1/3
TIME 00'36"46
RACE DATA CANNOT BE SAVED FOR GHOST


LAP 1/3
TIME 02'55"16
RACE DATA CANNOT BE SAVED FOR GHOST

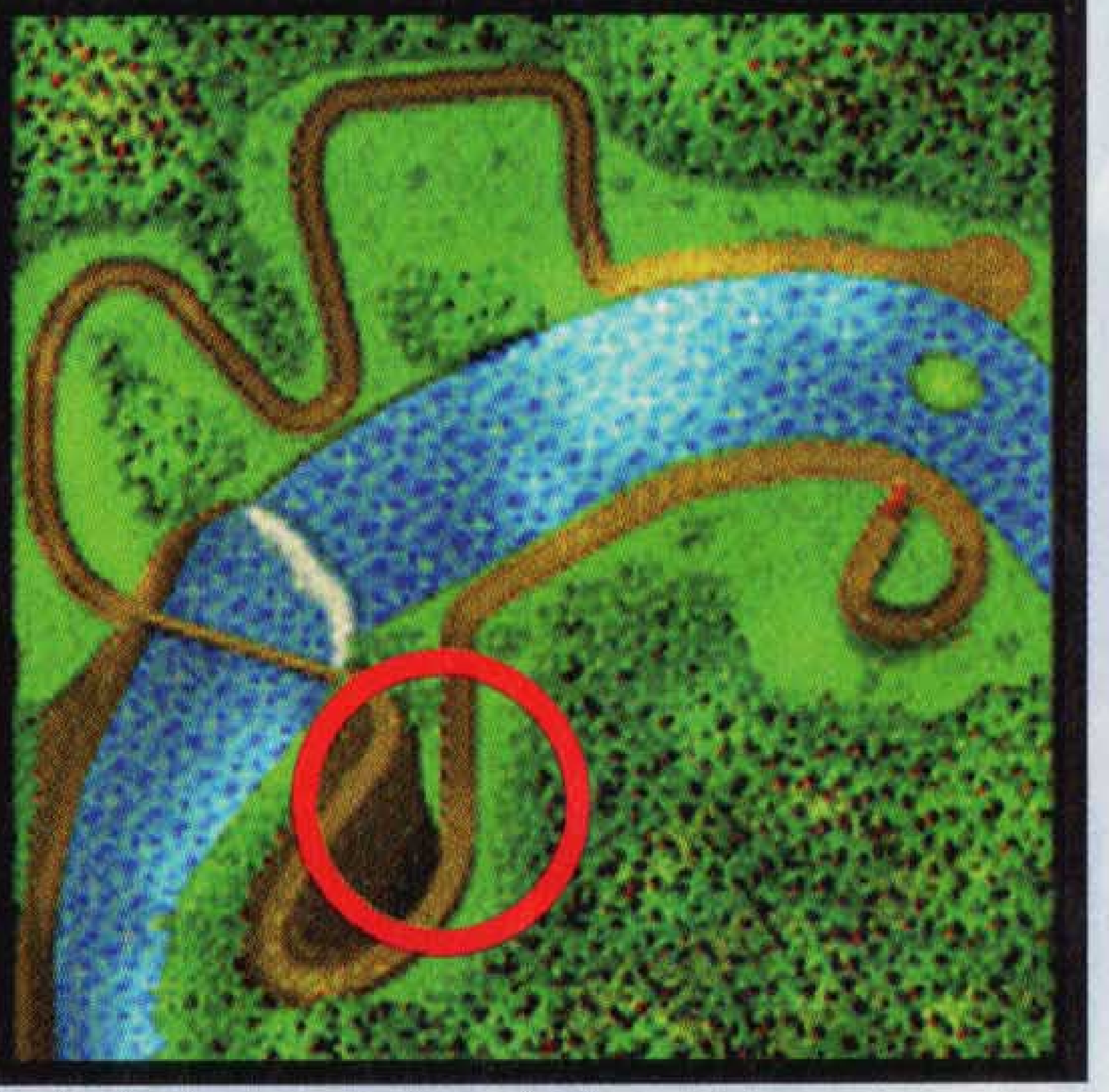
◁ **Step 1**
*Reverse into the cave, about half way down the slope. You must be aiming to hit the exact point where the the outside cave wall joins the cave ceiling.*

**Step 2** ▷
*Accelerate towards this point, jumping just as you make contact. You should fall through the cave wall into Mad Limbo, eventually landing in a black puddle. Yuk!*


LAP 1/3
TIME 02'58"60
RACE DATA CANNOT BE SAVED FOR GHOST


LAP 1/3
TIME 03'24"56
RACE DATA CANNOT BE SAVED FOR GHOST

◁ **Step 3**
*Lakitu will pull you out, placing you in the cave. The computer will register you as having completed a lap.*

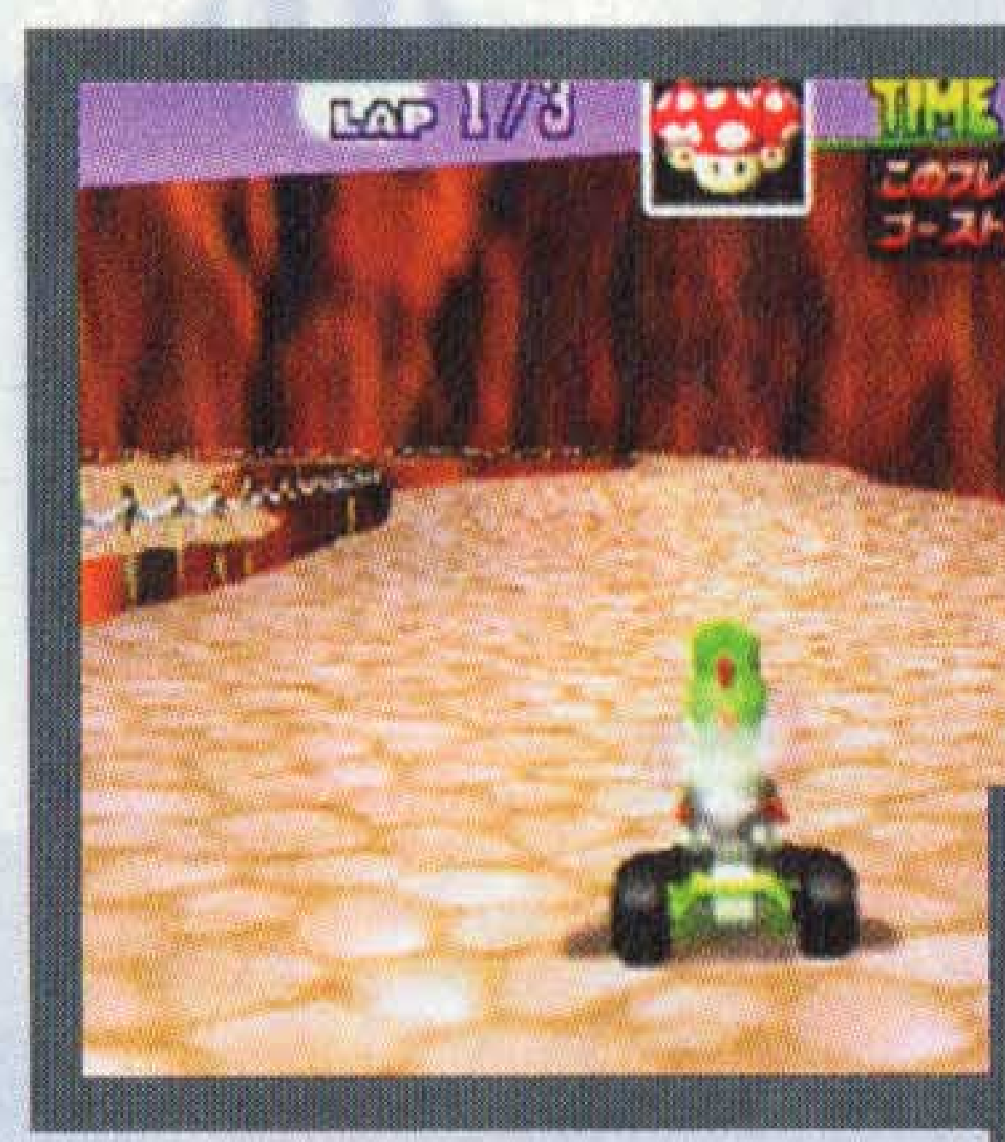


**Alternatives:** *Several, actually. Let's see. You can take a narrow gangway by the hairpin to the bridge (if the nuts don't knock you off). Similarly, turn back on yourself after the first corner – you should see the edge of the waterfall. Using a mushroom and a jump, you should be able to clear it. Finally, and most simply, turn right under the bridge, jumping madly, and with the help of some hastily-flung nuts, you'll be on the speed-up ramp in no time.*

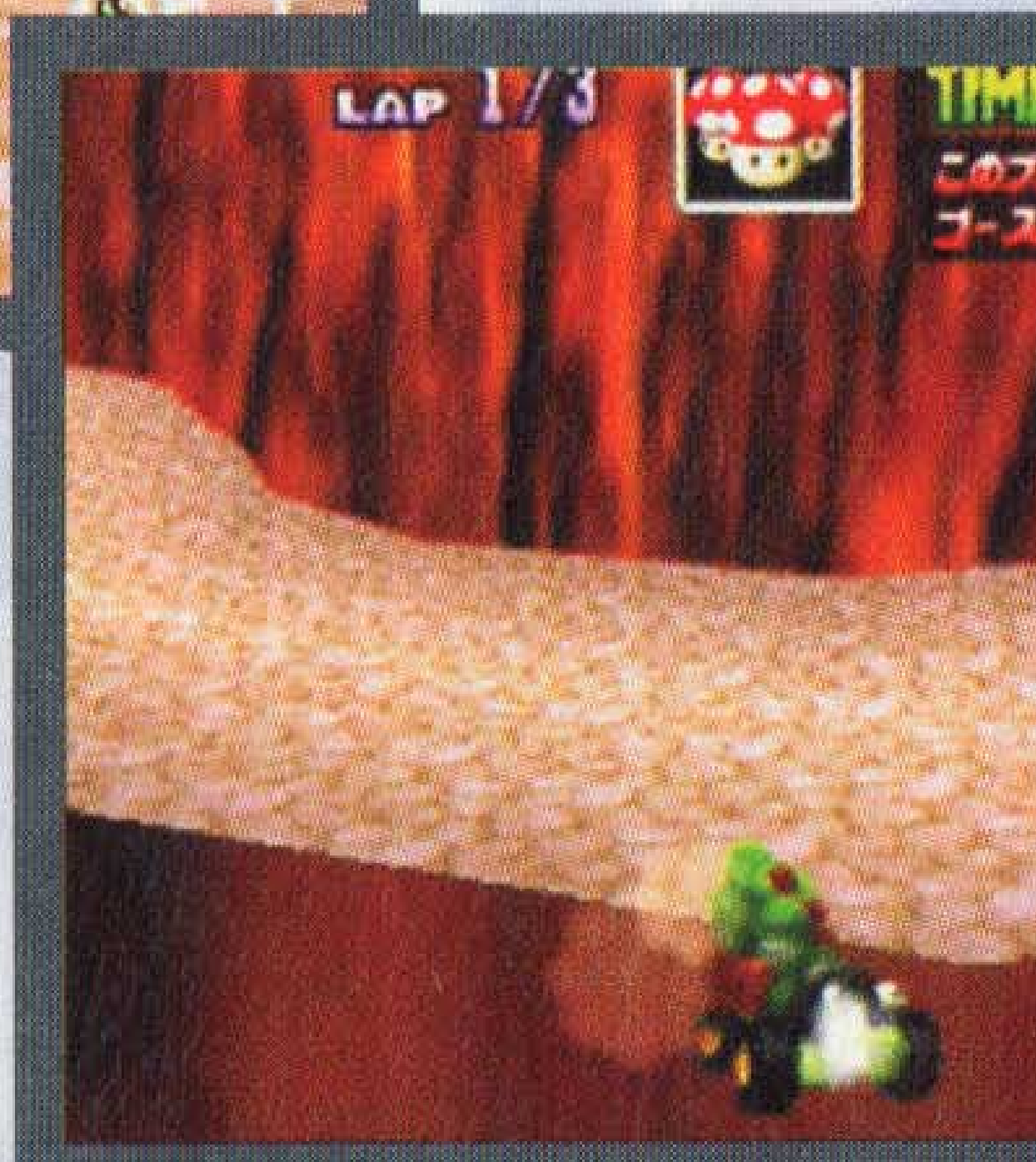
## YOSHI VALLEY

## Lizard Ledge Leap

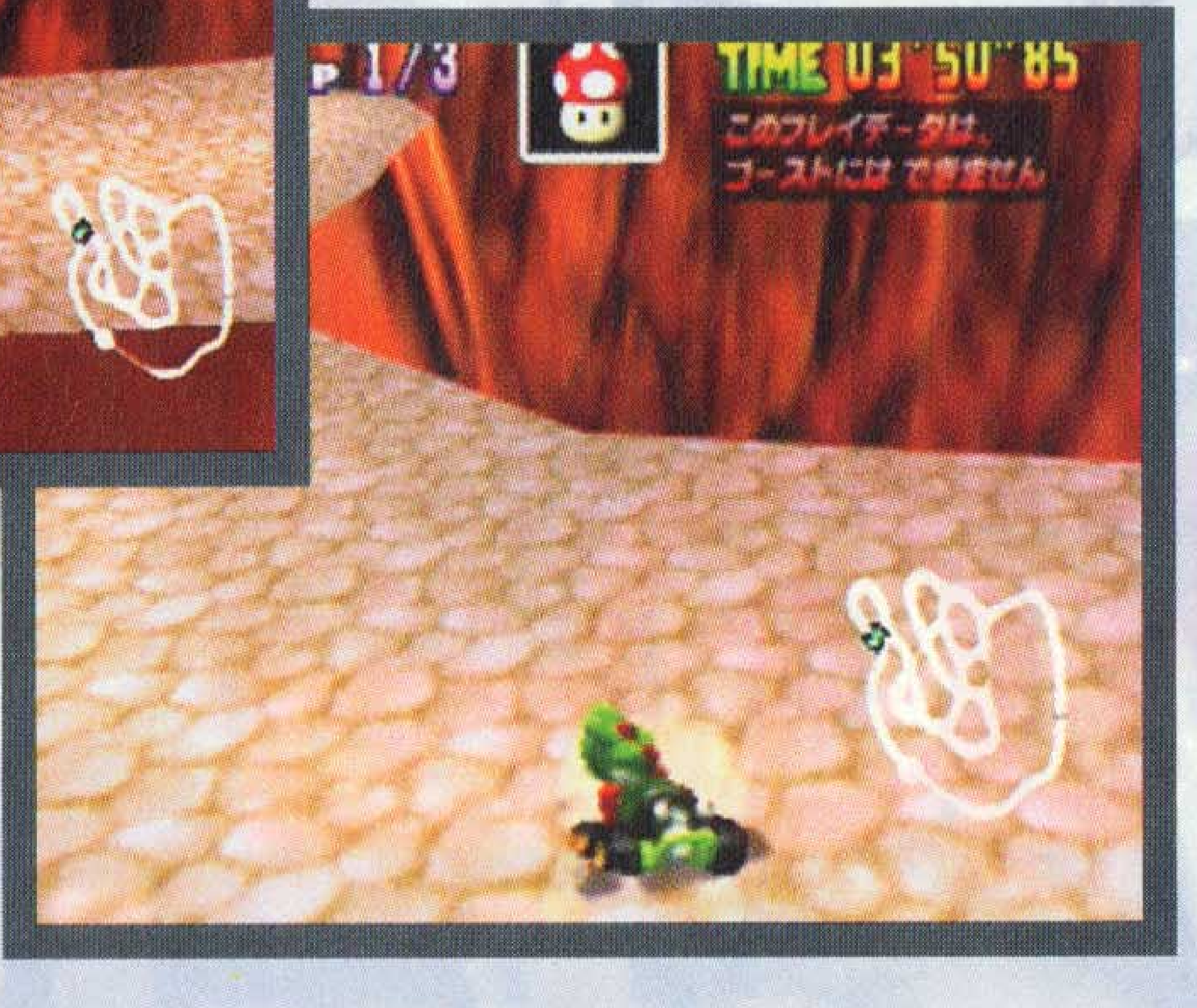
Another oldy, but a goody. Fun for the "Where did he come from?" factor.



**Step 1**
*Take the shortest route, which takes you over the bridge to a small jump, infested with spinies. Go left toward the hairpin, which you will see almost connects with itself.*

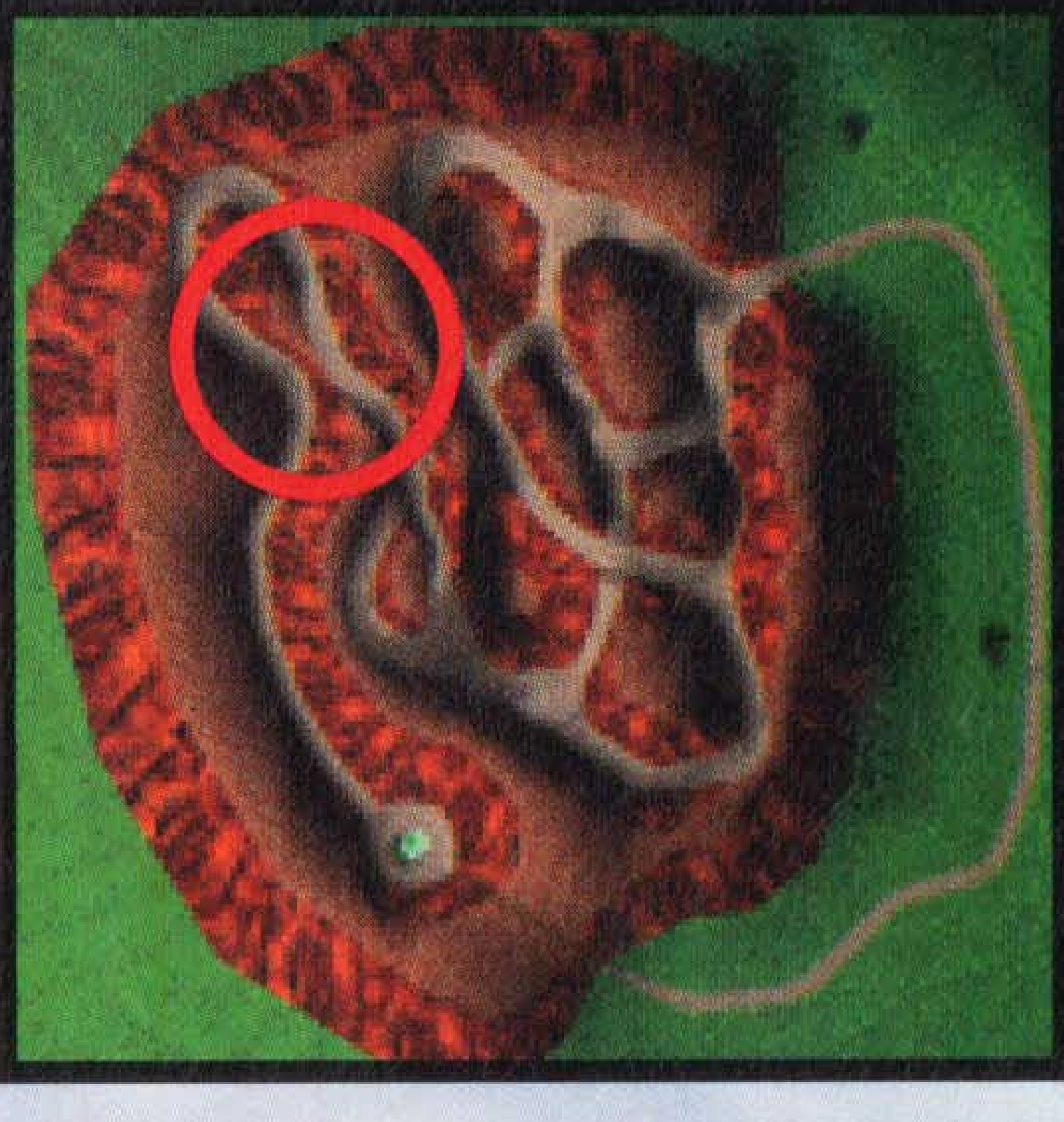


**Step 2**
*Turn sharp left, and hop at the edge.*



**Step 3**
*Keep turning left in the air and take your finger off the accelerator, and you should hit the other side. Heavy steering/breaking may be required to avoid falling valley floorwards.*

**Requirements:** Expert timing and steering
**Mode/s:** Grand Prix and Time Trial
**Lap times with/without short cut:** 44"/49"
**Difficulty:** 3/5

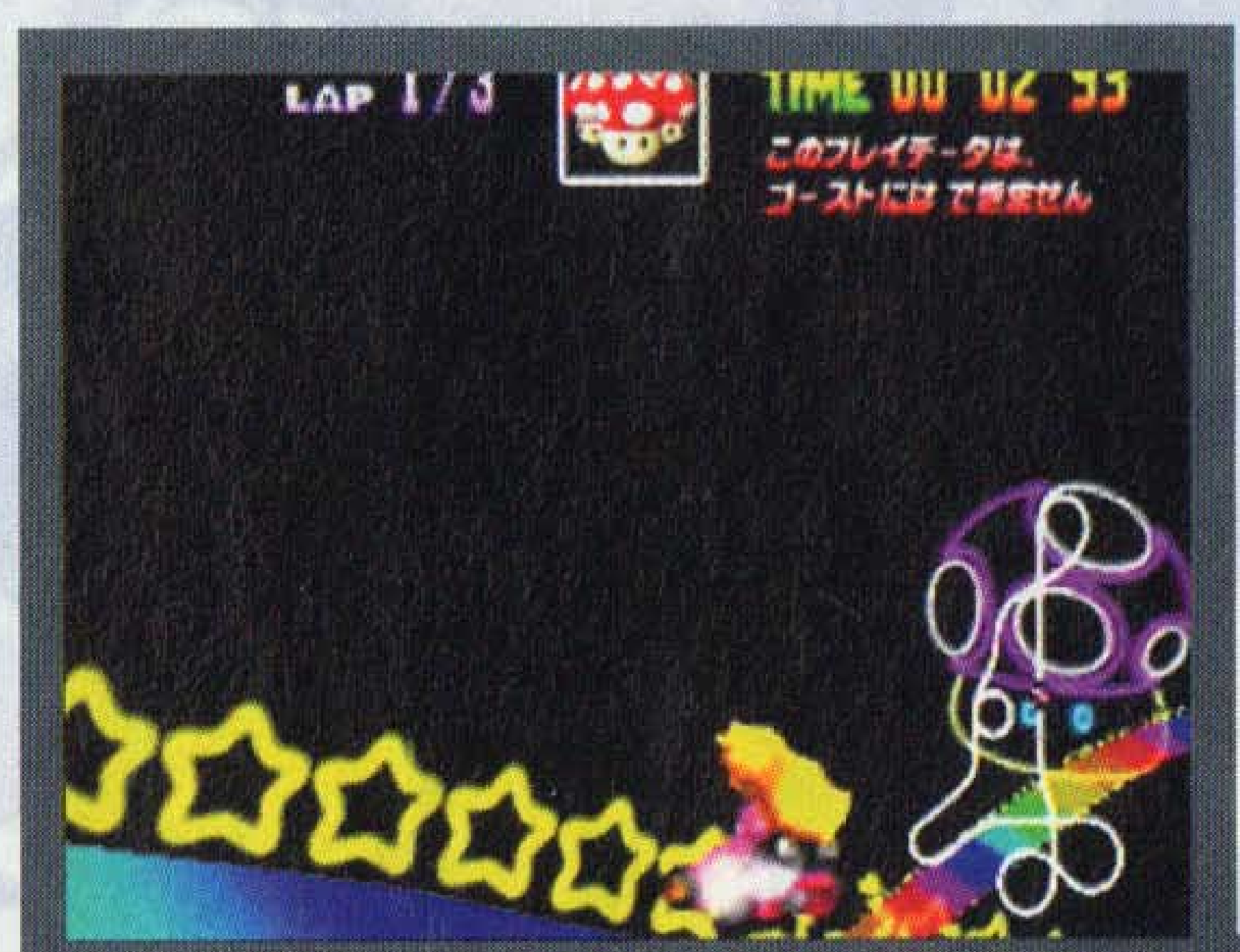


## RAINBOW ROAD

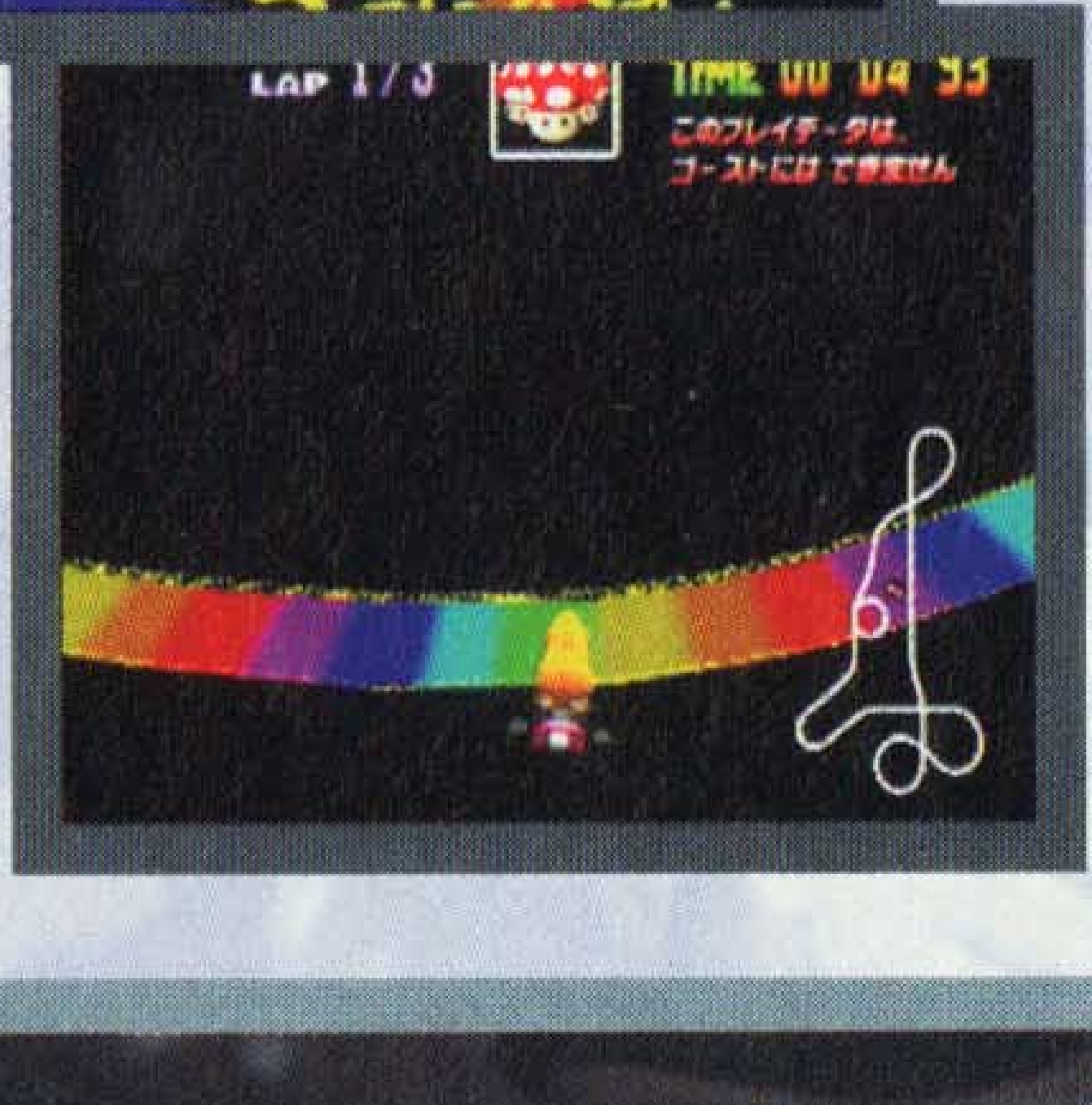
## Spaceborne Suicide

Mind boggling sights, mind numbing track, marvellous leap-of-faith short cut. Absolutely essential to curtail the tedium of this course.

**Step 1**
*Get a perfect turbo start or use a Mushroom across the start line.*

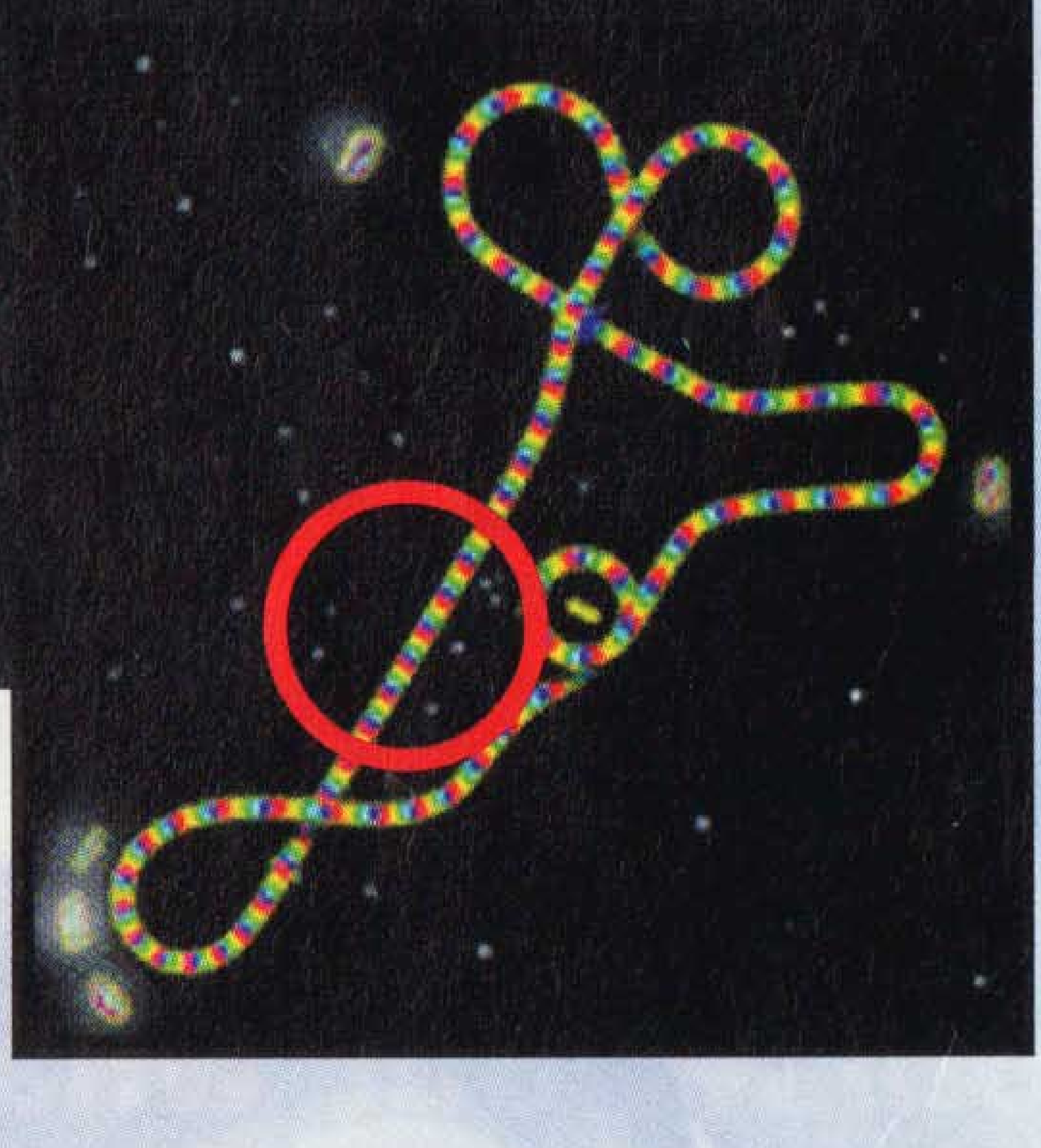


**Step 2**
*As your kart starts to leave the track on the downhill slope (after about three seconds – you'll be on a bluey green section of track), turn violently left and press jump, and off you'll glide into space.*



**Step 3**
*As you plummet, you'll notice a lower section of track somewhere beneath you. Hopefully you'll touch down on this, merely having to turn around and carry on, as you've just chopped off a quarter of the track. Thankfully.*

**Requirements:** A Mushroom. Great patience for the rest for the track...
**Mode/s:** Grand Prix and Time Trial
**Lap times with/without short cut:** 1'40"/2'10"
**Difficulty:** 2/5



## ANY MORE?

Tripped over any *Mario Kart 64* short-cuts of your own? (There must be billions more in there.) Then send us the details, including a diagram if possible, and we'll send a small but pleasing prize in return for any we print. The address? *Tips Extra, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.*

# HOW TO... successfully visit a Japanese newsagent

N64 Magazine is the only magazine you'll ever need, of course. But what if you were in Japan, and couldn't get hold of it? What would you read then? Our man in Tokyo gives Wil some advice for his Japanese holiday.

**by Max Everingham**

電撃 NINTENDO 64
TV Gamer
ファミマガ 64
64 DREAM
がんばれゴエモン

**As someone who works full-time in the publishing industry in Japan, I can tell you that there are few bases the Japanese have as comprehensively covered as the production of printed reading matter. Much as in the UK, every day thousands of trees give their lives so that every conceivable subject is given its own print run. Only here, they do it in spades.**

A quick browse through one of the major bookstores here turns up such beauties as 'Goods Press', often with a whole issue entirely given over to plugging fashionable watches or trainers, and rank upon rank of 'youth' magazines, advising on those items of clothing no self-respecting otaku should face their friends without. Japan is teeming with paper, and one happy result of such profusion is the wealth of material carrying information on Nintendo and its wunderkonsole, our beloved N64.

Now, Japanese games magazines vary as much in quality as those in the UK. Not all of them are printed on the best quality paper, and they almost always include a black-and-white (non-glossy) paper section featuring readers' contributions. Famimaga 64, for example, calls this section 'Ranking Box', and it's a brief, fairly dry listings and sketches affair. The comparable section in Dengeki Nintendo 64, on the other hand, runs to a substantial 36 pages this month, and includes interviews with industry leaders, readers' polls, the essential Q&A bit, an example of the ubiquitous cartoon strip featuring an N64 hero called 'Shio Man 64', and a mind-boggling guide to how to get the full complement of 150 different Game Boy *Pocket Monsters*. Ah yes, and there are also a couple of pages dedicated to drawings of semi-naked Anime girls. They say that, in the event of a nuclear holocaust, cockroaches will most likely be the sole survivors. I take issue with this, and am certain that both Tamagotchi and the Toki Meki Memorial babes will be around to keep the roaches company.

Apart from a couple of the magazines opening backwards (to us, that is), what first strikes you is the size of the things. The leanest example here weighs in at 118 pages, and 'The 64 Dream' tips the scales at an Arnie-challenging 164 pages. How Japanese publishers are able to provide this apparent value for money (with the previously-stated proviso concerning overall quality) is not immediately apparent. None of the mags here are subsidised, paper and printing costs in Japan are extortionate, and, perhaps more surprisingly, in-publication advertising is minimal.

Speaking with the editors of the Japanese mags, it's clear there's a good deal of regular communication with Nintendo in the course of a working week. It would be wrong to infer from this, however, that their independence is sacrificed – there's a sense of propriety and, dare I say, decency in a good portion of Japanese business (um, I speak not for the financial industry), and the Nintendo magazines genuinely believe, at least, that they are entirely independent (and therefore objective) in their analyses.

On this point, it's worth noting that the practice of 'rating' games, so common as to be expected in the West, is less in evidence here. A game is far more likely to be treated to an in-depth report of its features, along with tactics for best exploiting them, than the more subjective opinion pieces UK gamers are accustomed to. Both have great value, of course, and, for what it's worth, I think a combination of the two is the path to gaming enlightenment.

Experience suggests that Japanese employees are notoriously reluctant to divulge information about their companies (or are admirably loyal, perhaps). Staff in the editorial departments of the various N64 magazines I contacted did nothing to disabuse me of this notion. In fact, one of my contacts took paranoia to new heights, informing me that he could not possibly divulge sensitive, nay secret information, such as who reads the magazine or the name of his favourite game. But happily, after only the briefest of interrogation procedures, during which I threatened them with the unspeakable horror that is being locked in a bus full of elementary school kids playing with Tamagotchi, they spilled their guts.

Since these magazines are all independent, and not obliged, at least officially, to be loyal to Nintendo, it is perhaps testimony to that company's unsurpassed prowess that the editors all quote a Nintendo release as the game that most frequently prevents them getting on with their work.

GO! GO!

## How to identify the Nintendo magazines

**Be careful: there lots of magazines in the Japanese newsagent, and they all want you! The challenge is to narrow the field down to those about the one-and-only, and, happily, there are some pointers to assist you. If you've all been reading my Englishman in Tokyo column each month (don't let me down here), you should recognise some of the following:**

| *If the title contains...* | | *It's a...* |
|---|---|---|
| 任天道 | **(Nintendo)** | Nintendo magazine |
| ファミ | **(Fami...)** | Nintendo-related magazine |
| ゲーム | **(Gemu...)** | Multi-platform magazine |
| セガ | **(Sega...)** | Sega magazine |
| プレイステーション | **(Puresuteischon...)** | PlayStation magazine |

NINTENDO
ファミマガ64
がんばれゴエモン マルチレーシング
ファミスタ64
実況ワールドサッカー3

## The review system

**No prizes for innovation here. The format for reviews in Japanese magazines is highly formulaic, nearly all of them (when you can find them) boiling down to something like this:**

- Four reviewers
- Four or five games ('hot' releases only)
- Cursory comments
- Marks out of ten
- Heavily-hyped games all scoring highly

Sadly, reviews are very uninspiring in Japanese games magazines and offer little or no advice to the reader. (Do I need to eat this month? Or should I be sensible and buy the game?) Predictably, therefore, most energetic buying centres around the titles with the best marketing. Say it well, sell it well.

HOT GAME PREVIEW

◁ *Lots of reviewers, lots of little reviews of each game. That's the way they do it.*

マリオにライバル「バンジョー」出現！
NINTENDO
ファミマガ64
1997 9月号
590YEN
徹底攻略！
がんばれゴエモン
マルチレーシングチャンピオンシップ
E3 スクープ
ファミスタ64
実況ワールドサッカー3

# Famimaga 64

## 590¥ (about £2.95) monthly

The editorial staff of this magazine immediately earned the distinction of being the most cautious of the people I spoke to (not counting those from The 64 Dream, who were so cautious that they absented themselves entirely from their offices and legged it off on holiday, en masse). Questions concerning readership and, gasp, circulation numbers were met with a stony silence until I promised not to sell their secrets to any international spy rings.

Famimaga 64 contains the usual round-up of news and reviews, but distinguishes itself on a couple of fronts. For one, there are no 'graded' reviews in evidence anywhere: they are not so much reviews as analyses, in that rarely is an opinion expressed. And for another, the magazine has extensive Game Boy coverage – far more than its competitors, in this issue going so far as to include a four-page feature on Game Boy Tamagotchi, full of tips on how best to care for brat's best friend. Add to that repeated coverage of Pocket Love, another exhilarating variation on the date-a-cartoon-character arcade games, and loads of pictures of small, cute kids winning prizes from the magazine, and the publication identifies itself as one for the younger audience.

350円
TVGamer
週刊テレビゲーマー
Weekly TV Program
8.11-8.24
特集 真夏のRPG大集合!!

# TV Gamer

## 350¥ (about £1.75) monthly

This magazine differs from the other three in that it's not dedicated solely to N64. Far from it. Inside this one, you're as likely to find information on movies, music, fashion, and media stars as on console games. There's even a full week's TV listings, placing this magazine squarely in the general entertainment division.

The magazine's spokesman, Mr Matsumoto, admits that their most successful inclusion (remember, the audience is mostly young and male) is the 'idol' section. Naturally, being a happily-married man, I have absolutely no interest whatever in such shenanigans, and display the relevant pictures purely out of the interests of informing our readers as comprehensively as possible.

Such disarming modesty on the part of Mr Matsumoto is commendable, however, and perhaps obscures the fact that TV Gamer manages to squeeze a good bit of interesting Nintendo-related news in between its covers. A good third of the content is games-oriented, and in the edition shown, for example, there's news of the latest *Pocket Monsters* cart for the Game Boy, information

電撃 NINTENDO 64
究極のゲームマガジン
9 1997 SEPTEMBER
590円
魔法聖紀エルテイル
ファミスタ64
がんばれゴエモン

# Dengeki Nintendo 64

## 590¥ (about £2.95) monthly

A relative newcomer, Dengeki Nintendo 64 represents one of the more weighty games magazines on the market and is the host of that big 34-page black and white readers' section I mentioned earlier. As with most of the others, the magazine launches straight into articles about the hottest games. Our own great **N64** Magazine does too, of course, but you may have noticed that several other British and American mags prefer a hefty preamble involving gossip and news before they reveal the big ones. The reviews are extensive and always give extremely detailed tips on how to get the most out of the game – strategy guides abound.

In deference, I suppose, to the obsession the Japanese appear to have with all things manga, there are several cartoon strips in every issue. In this month's offering, Bottom Up's impending *Sumo 64* is rather imaginatively covered by way of a cartoon strip, the protagonist being Dengeki Yama (Dengeki Mountain), one of the Sumo wrestler characters from the game.

One of the most striking aspects of DN64 is that with games in development there's often a box-out containing comments from, or an interview with, one of the developer's staff. The effect is twofold: it not only gives the reader a sense of being more involved in the process, but possibly staves off impatience. Now you can see what's going on. Like it, like it.

The rest of Dengeki is split up into sections entitled 'Dengeki Shangri-La', 'N64 Next Stage', including info on what the various developers are up to, and lastly, 'News 64 Clip!'. It's only in this last

'Scoop' screenshots of Rare's *Conker's Quest* are triumphantly paraded at the front of this month's edition, and Famimaga 64's Takahashi-san, while cagey about the number of copies sold, seems confident about the magazine's position in the popularity charts.

It seems that Famimaga 64 achieves an attractive balance between news concerning the 64-bit console and other Nintendo products, the Game Boy in particular. Again (bit of a recurring theme here), not one to consult for buying advice, though.

### Most distinctive feature:

**Game Boy coverage**

暑さを吹き飛ばす清涼剤となる期待作をドーンと紹介!!

ニンテンドウ N64 メーカー最新レポート

ロボットたちの激突シーンを公開

スーパーロボットスピリッツ

BANPRESTO

バンプレスト

ロボットは地上と空中を縦横無尽に動き回る!!

バトルフィールドは地上と空の2段構えだ

リアルな動きがプレイヤーの目の前に迫る

## The editor speaks

**NAME?**
Takahashi-san.

**COPIES SOLD?**
Cannot possibly divulge.

**AUDIENCE?**
Junior and senior High school students, mostly.

**BEST MOST POPULAR FEATURE OF YOUR MAGAZINE?**
Our 'Scoops'.

**WHICH N64 GAME ARE YOU PLAYING ALL THE TIME?**
*Wave Race* (the Jolt Pak compatible version).

**WHAT DO YOU THINK OF GAMES FROM UK DEVELOPERS?**
Very competitive.

**HOW DO YOU SEE THE FUTURE OF THE N64?**
With *Zelda, Mother 3* and *Ganbare Goemon*, the N64 will be the best in the world.

---

on *GoldenEye 007*, and more advance pictures of *Zelda 64* and *Mother 3*, perhaps the most eagerly-anticipated Nintendo games since the advent of the machine itself. More substantially, there's a four-page article featuring an interview with N64 developer PARAM's programmer and director (Iida and Shibata-san, who produced Aquanaut's *Holiday* when at Artdink), now busy on their N64 debut title.

This is not the place to come for buying advice. The reviews are completely opinion-free, offering no opinions on the game itself but focusing instead on game mechanics and storylines. Useful playing tips are given, along with an ingenious 'count-down' icon which not only increases anticipation but provides a handy at-a-glance indicator of how painfully slowly time can pass when you're waiting for something good to happen.

### Most distinctive feature:

**Count-down icons**

## The editor speaks

**NAME?**
Matsumoto-san.

**COPIES SOLD?**
100,000.

**AUDIENCE?**
University and High School students, young businessmen.

**BEST MOST POPULAR FEATURE OF YOUR MAGAZINE?**
'Idol' posters and photos (often used to promote games).

**WHICH N64 GAME ARE YOU PLAYING ALL THE TIME?**
*Star Fox 64.*

**WHAT DO YOU THINK OF GAMES FROM UK DEVELOPERS?**
They (so far) have limited appeal for Japanese gamers – they're too shallow.

**HOW DO YOU SEE THE FUTURE OF THE N64?**
It's floundering at the moment in Japan, but we'll soon see it gather strength.

---

section that you'll find 'rated' reviews, and not many of them either. Four, actually, arranged in columns on a single page and scrutinised by four experts. Still, it is called 'Hot Game Preview', which should count for something, and the boys don't pull the punches on the scoring. It will be severely disappointing for Wil, no doubt, to discover that Messers Mita and Nakazato completely trash the new mah jong titles from Imagineer and Video Systems. What, Mr Nakazato, a '4'? Can it really be true?

Dengeki Nintendo 64 is chock-full of all the latest news, reviews, walkthroughs and so on, and really stands out as providing the true manga otaku with enough pictures of cartoon Bunny-girls to keep them going for another week. At the price, it offers a great source of information and excellent value for money

任天堂提供(うそ)! N64普及促進マンガ!
しおまん64
しおや てるこ
マ…マリコくぅん!??
なんとかしてください
ならばハナシは早い!!!
マリコは禁断の術を使った!
あらすじ64

### Most distinctive feature:

**Shangri-La readers' section**

## The editor speaks

**NAME?**
Mr Muramatsu

**COPIES SOLD?**
It's a secret. Shhhh!

**AUDIENCE?**
No comment

**BEST/ MOST POPULAR FEATURE OF YOUR MAGAZINE?**
Feature articles.

**WHICH N64 GAME ARE YOU PLAYING ALL THE TIME?**
*Mario Kart 64* (then *SM64* & *Star Fox 64*).

**WHAT DO YOU THINK OF GAMES FROM UK DEVELOPERS?**
No comment.

**HOW DO YOU SEE THE FUTURE OF THE N64?**
The best games in the world are on the N64. And then there's *Zelda* and *Mother 3* on the way!

GO! GO!

The 64 DREAM
ザ・ロクヨンドリーム 定価490円
THE POWER OF NINTENDO64
BANJO-KAZOOIE
CONKER'S QUEST
ファミスタ64
がんばれゴエモン
9

# The 64 Dream

**¥490 (about £1.95) monthly**

**Although (or perhaps because) The 64 Dream is the heavyweight contender for the N64 magazine crown, its staff were all resting their weary bones at time of writing, and so sadly unavailable for interview. To be fair, most holidays in Japan are national ones, meaning we all have time off at exactly the same time – the travel agent's dream and car-driver's nightmare.**

Weighing in at 164 pages, 148 of those in full colour, The 64 Dream is a bruiser. Perhaps the most clearly organised, this magazine kicks off with a full page of colour stickers featuring characters from N64 games. This month, for example, *Goemon* looms large, and there are garage shots of four of the vehicles from *MRC*. Another fine inclusion is the letter-box stickers which are destined for the top edge of your cartridges. Basically, they allow you to see which game is which when the carts are viewed top-down or from the side, and I don't mind admitting that I have employed previous sticker sheets in just this capacity. Natty.

The 64 Dream brings you no fewer than five separate games charts, ranging from the more conventional most-eagerly-anticipated-games, to most popular third-party developers (topped this month by Square). Reader involvement is clearly a priority for the staff of this magazine, with the thing chock-full of developer news, strategy guides, reader contributions. The monochrome section even carries what can only be described as 'modification instructions', and this month recommends the adding of Batman-style wings (nicked off the licensed toys, presumably) to your N64 controller. Interestingly, this month's edition also gives advice on playing imported (US) games, and ingenuously illustrates the difference between the US and Japanese cart slots.

Its sheer size means that The 64 Dream can hold a wealth of gaming news, previews and interviews. It is this last that most captures the attention, as every month there are in-depth interviews with the huffers and puffers in the industry. As well as the straight journo-asks-developer format, there are extended Q&A sessions with the game makers, where they're faced with answering the best reader queries.

At the risk of being boring here, let me just note that The 64 Dream shares the same lack of game ratings as the other mags. It does, however, contain just about everything else game-related imaginable. I say 'game-related' as a kind of cover-all. It is debatable, I suppose, how vitally important the inclusion of such marvels as 'Bistro de 64' (er, guess) is to the dedicated games fan, for example, but it is undeniably games-related. Just.

***Most distinctive feature:***
**Top cart stickers and ratings charts**

Conker's Quest
コンカーズ クエスト
Nintendo of America

工作大王
さあ君も、ハンドメイドでゲームライフを楽しくしよう～!!

キャラクターグッズコレクション
Character Goods Collection
ヨッシーやカービィで、楽しく遊ぼう!!

64DREAM ザ・ロクヨンドリーム＜特製シール Vol.12＞
MRC
NINTENDO64
がんばれゴエモン
MULTI RACING CHAMPIONSHIP
スーパーマリオ64
ウエーブレース64

Bistro de 64
～ロクヨン亭へようこそ～
MENU
フォックスのリングドーナツ
手作りリングだ!!

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# TOTAL FOOTBALL

THE ULTIMATE FANS' MAG

Don't miss *Total Football* October issue (TF26), featuring EXCLUSIVE **Ruud Gullit** and **Slaven Bilic** interviews, **football superstitions**, **The A-Z Of Scottish Football**, **David Mellor** - who needs him? **the greatest free-kicks ever** and **loads more**…

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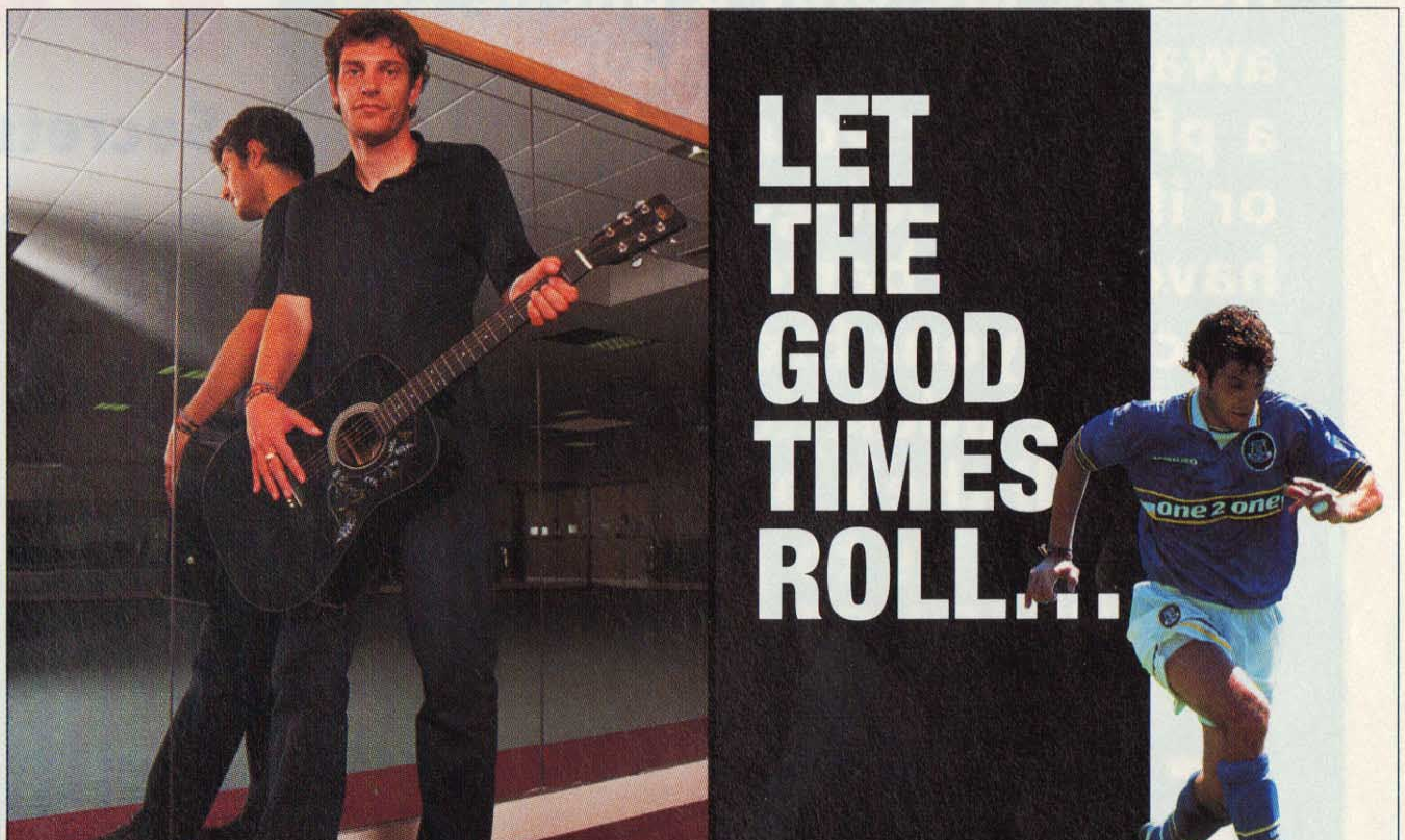
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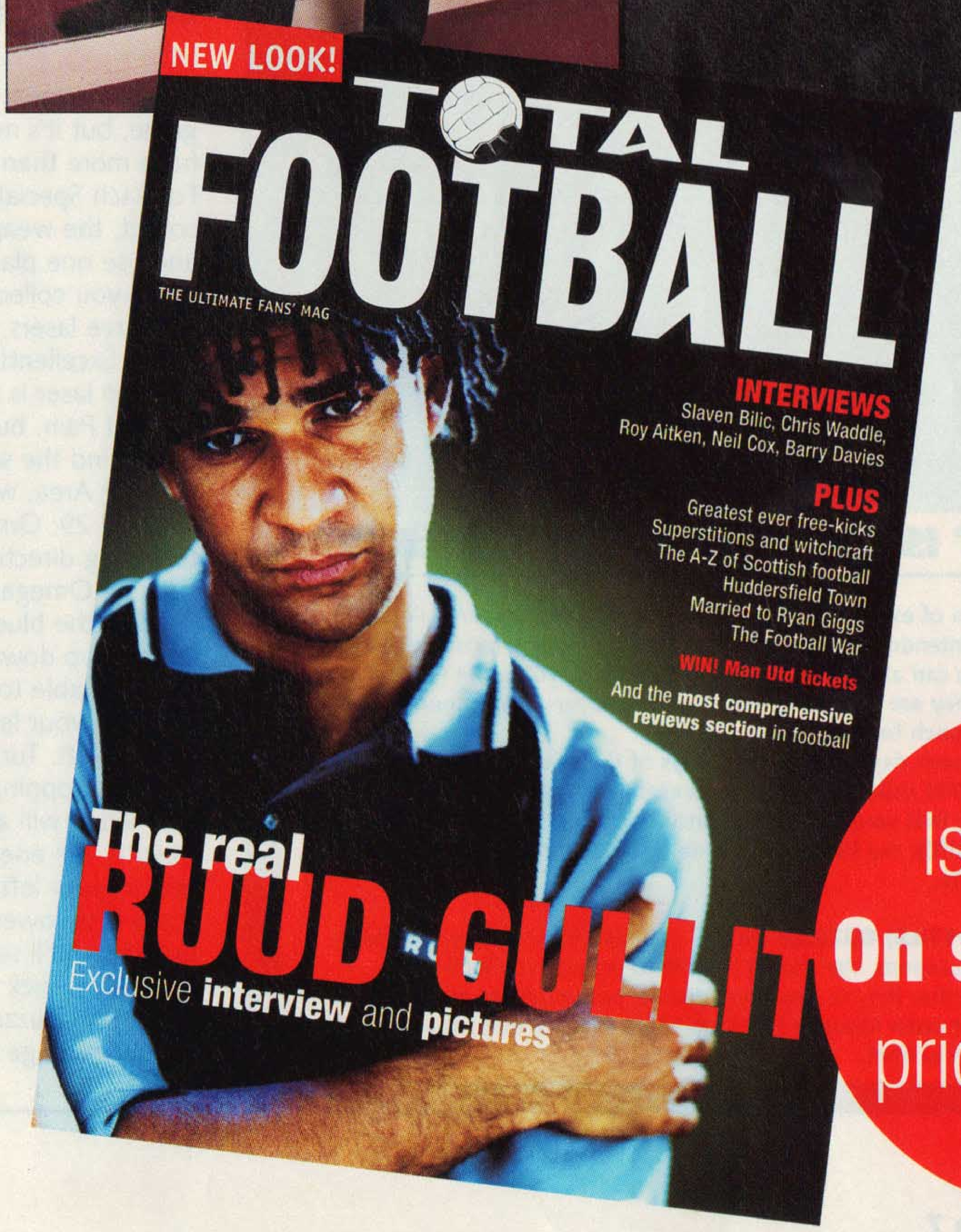
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Issue 26

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# You're through to...

# THE NINTENDO

**If you've got a gaming problem, then the Nintendo Hotline are only a phone call away. And if you haven't got a phone, or your telephobic, or if your out-going calls have been barred in attempt to curb your brother's chatline addiction, they write all their best stuff down for us to print RIGHT ON THESE VERY PAGES!**

**This month on the Hotline, it's hot. Damn hot. And sticky, in certain areas. But, undeterred, the Hotline march... er, squelch, bravely on through the almost tropical conditions in the office in search of shade and maybe a Bounty bar or two.**

Life has been made slightly more bearable by intense sessions of *Doom 64*, played in a dark room with the volume turned up. So this month there follows a guide to the laser weapon and how to get those elusive pentagrams to power it up! More power! Ug.

We've also managed to blatantly nab a copy of *GoldenEye* for our very own, kept in a special saliva proof case, and have been deathmatching to, er, death. Rest assured, though, by next month we will all be professional hitmen working for the British Government. Not that they have that sort of thing. Oh no.

Anyhow, it's back to the steaming tropics for us until next month... hack, slice etc...

## WHAT IS THE NINTENDO HOTLINE?

**We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.**

**Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.**

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

# DOOM 64

## Secrets and common questions

### THE LASER

This is the most powerful weapon in the game, but it's more effective when you have more than one Special Switch Key. For each Special Switch Key that you collect, the weapon will fire one laser, and use one plasma charge. Therefore, when you collect all three keys, it will fire three lasers, and consume three shots. Excellent! Mondo destructo!

The laser is first found on level 12: Altar of Pain, but you can get it sooner if you find the secret exit on level 4: Holding Area, which takes you through to Level 29: Omega Outpost. The following directions will take you to the laser on Omega Outpost:

Get the blue key and enter the blue door. Drop down into this area and you'll be able to go forward or left. Drop down to your left, and then you can go right or left. Turn right and go forward without stopping on the next ledge. A new ledge will appear in front of you. Destroy the enemy and then face the wall to your left. Search the wall with Right C to lower it. Ahead of you on the far wall you'll see a switch. Shoot the switch and pick up the laser that has appeared. Huzzah! (See the *Doom* review on page 36 for more details.)

### SPECIAL SWITCH KEYS

These keys are used only in level 28: The Absolution, the final level for the game. These keys close the warp buildings that the enemies appear from. This makes the battle with the final boss, Mother Demon, much, much easier!

The three Special Switch Keys show up on the map screen in the bottom right hand corner, but are not numbered. These keys look like the symbol of the game, a bull-like skull on a star and circle. They are found in the following levels:

**Level 29: Outpost Omega**
This key is yellowish/goldish in colour
**Level 30: The Lair**
This key is purplish in colour
**Level 31: In The Void**
This key is bluish in colour

These levels are all secret levels, found from level 4, level 12 and level 18 respectively. If you miss a Special Switch Key, you'll have to go back to a previous save or password and play through the game again. Bah! Be sure to collect all the Keys this time.

### DIRECTIONS TO SECRET LEVELS

### LEVEL 4: THE HOLDING AREA: DIRECTIONS TO OMEGA OUTPOST

Stand with the blue door to your right. There are four switches between the blue door and the staircase. Press the second switch from the door, then the one closest to the stairs. Now press the one next to you and finally press the switch closest to the door. You can now take the teleporter to access the other doorway, which is another exit to level 29: Outpost Omega.

## ☎ (01703) 652222

# HOTLINE

NOTE: If you press the wrong switch accidentally, all the switches will lower. You will then have to restart the level and do it all over again.

### LEVEL 12 - ALTAR OF PAIN: DIRECTIONS TO THE LAIR

Enter the red door and destroy all the enemies to make a switch appear. Press the switch near the middle of the room and destroy the enemies that appear. Exit the room, head up the stairs on the right and continue along the walkway until you find the blue door.

Ride up the elevator across the walkway from the blue door. Head left to find the yellow key. While standing on the spot where you got the yellow key, go forward quickly to reach the pedestal with the soul sphere. If you bring up your map, you'll see that the pedestal is shaped like an arrow. Run forward into the far wall to find a second exit to level 30: The Lair.

### LEVEL 18: SPAWNED FEAR: DIRECTIONS TO IN THE VOID

When you enter the yellow door, turn left, head forward and walk up the stairs slowly. While going up the stairs, you'll hear the sound of a door opening. Quickly go back through the yellow door and follow the left hand wall around the corner. Enter the small room on the left to see another exit, which leads you to Level 31: In The Void. This exit will only be open for a couple of seconds, so it may take a few tries.

## DIRECTIONS TO SPECIAL KEYS

### SPECIAL KEY NO. 1

This key is found on the secret level, Outpost Omega.
From the start, enter the door on the right and press the switch. Exit that room, turn right and walk toward the next room. Before you enter the new room, you'll see a square on the right hand wall and left hand wall. Search the square on the right hand wall to temporarily lower a section of wall on the other side of the new room. If you stand with your back to start, the section of wall that temporarily lowers is directly ahead. This is where you get the red key
With the red key, go through the blue door and get the combat armour. Once you have this item, turn around and you'll see three ledges: one ledge to your left, another ledge directly ahead of you and a third ledge to your right. Go onto the ledge on the right, then turn right and go forward a few steps. You can drop off to the right or the left here. Turn right and go forward onto the small ledge and press the switch.

Quickly, turn around and head to the second ledge, then turn right onto the platform that lowered. When you've been raised, shoot the switch that appeared and drop down. Turn left and go to the next ledge. Now turn right, go forward and drop down. You can now open the red key door for a secret area which allows you to get Special Switch Key 1. (See page 36 for more details.)

### SPECIAL KEY NO. 2

Found in level 30: The Lair.
From start, go through the blue door, down the stairs and into the next room with the pillars. Walk up the centre staircase and turn left. Follow the left hand wall into a small alcove with a switch. While facing the pillars, walk forward slowly to make a switch temporarily appear on the far side of the room. Shoot the switch, then immediately turn left to look through the small window that overlooks the centre staircase. Another switch temporarily appears here as well, so shoot it through the window. This causes the centre pillar to lower, which allows you to get a secret area and Special Switch Key 2.

### SPECIAL KEY NO. 3

Found in level 31: The Void.
After you press the switch that requires the yellow key, walk onto the exit area to cause the whole level to start shaking. Now return to the area where the Special Switch Key is to find a switch. Once you press the switch that makes the Special Switch Key disappear, quickly turn around and run back through the sequence of two teleporters.

Go down the walkway to return to the start, then turn right and enter the red door, taking the teleporter at the end of the walkway. Continue forward to find a small platform that has temporarily appeared, allowing you to walk out onto the wooden walkway. The Special Switch Key 3 is at the end. Hurry back to the exit once you've picked it up, though, because a whole bunch of fresh enemies will arrive to chase you a few seconds later.

### FEATURES MENU

?TJL BDFW BFGV JVVB
(This option can't be saved. If you turn the game off, you'll have to get it again!)

This special cheat in the Options screen is available when you get all the keys in level 32, Hectic. There is also a code that enables this option. In this selection, you will have the following choices:

### WARP TO LEVEL

Press right to choose Levels 1-27, and any C to warp. This is the only way to access Levels 25-27.

### INVULNERABLE

Press A or B to turn on or off. Sadly, this option does not work on Level 32: Hectic.

### HEALTH BOOST

Press A or B to get 100% health. You can repeatedly turn this option on to refill your health.

### WEAPONS

Press A or B to get all weapons and ammo. You can repeatedly turn this option on to refill your ammo.

### MAP EVERYTHING

Press A or B turn this on or off. This will show all areas – including most secrets – of a level.

***NOTE:*** you can repeatedly turn the Health Boost and Weapons options on to refill your Health to 100%, or to refill your ammo, at any time. Please be aware that if you have more than 100% Health and you turn the Health Boost option on, your Health will be lowered to 100%!

GO! GO!

# TIPS EXTRA

**This month we re-live a few old *Blast Corps* cheats (seeing as the game has finally been released in this country). Which other games would you like to see re-tipped, though? Write in to the usual address (marking your envelope "My Tips Vote is...") and tell us.**

## TETRISPHERE

**Nintendo**

Enter these codes at the "NEW NAME" entry screen:

**SECRET CHARACTERS**
Press L, Right C, Down C to bring up the secret characters.

**VIEW CREDITS**
Enter your name as "CREDITS" to view the credits.

CONNECT
3:3
25 830
34 800
27
34 800

**HIDDEN GAME**
Enter your name as "LINES" to play the hidden game.

**NEW TUNES**
Enter your name as "G(alien head symbol)MEBOY" for hidden tunes.

**ACCESS ALL LEVELS**
Enter the name "(saturn symbol)(spaceship symbol)(rocket symbol)(heart symbol)(skull symbol)" for access to all levels.

## GOLDENEYE

**Nintendo**

**SCIENTISTS WITH GUNS!**
Play the game on Secret Agent mode and shoot any of the scientists on any of the levels that have them. As long as you don't kill them, they pull out an automatic and attempt to give you a bit of a shoeing in return. They're not bad shots, either and they're a useful source of ammunition to boot!

**MULTIPLAYER CHARACTERS**
Beat the game on Agent mode and a total of 33 characters become available in multiplayer mode. The new boys and girls are: Mayday, Jaws, Oddjob, Baron Samedi, Russian Soldier, Russian Infantry, 2 different scientists, Russian Commandant, Janus Marine, Naval Officer, Helicopter Pilot, St. Petersburg Guard, 4 different civilians, 2 Siberian Guards, Arctic Commando, Siberian Special Forces, Jungle Commando, Janus Special Forces, Moonraker Elites.

## CLASSIC TIP

**Seeing as *Blast Corps* is out this month we thought it'd be good to re-visit some classic *BC* tips of issues past.**

**TURBO START**
In true *Mario Kart* style, you can achieve a Turbo Start by pressing the acceleration button on the last 'beep', just as the light turns green.

**Z-BUTTON TRICK**
Drive up close to a building and try to get out of your vehicle by using the Z button. If you're too close, your little man won't be able to get out. However if you continue to hold down Z the building or obstruction will eventually blow up.

The Z-Button trick is useless in most situations but extremely valuable in a few specific situations. On Oyster Harbour ,for instance, it isn't necessary to have the boats in place or fill the holes in order to complete the level. Secondly, it's possible to destroy the series of walls that normally require TNT, as well as the final building. Using this method you can complete the level in around 1:30, where the platinum time is 2:55!

Another good place to use the Z button trick is on Beeton Tracks. Instead of moving the Ramdozer across the tracks and using the TNT to blow up the big building, use the Z button trick. This should give you times of 33 seconds, instead of the platinum time of 1:15!

## YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

## HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ..............................

Address ..............................

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Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

# READERS' TOP TEN TIPS

N64 MAGAZINE

Welcome, once more, to Readers' Top Ten Tips. The sheer variety and quantity of your discoveries has made this month's selection a very tough job but, we think you'll agree, there's something for everyone, from tactical weirdness, courtesy of Robert McMahon's Mad Head Jumping, to David Burk laying the last of *Super Mario's* secrets bare. All great stuff, we're sure you'll agree. Do please keep sending them in, and, who knows, a place in cheat nirvana could be yours.

### 1. Mario Kart 64

If you turbo start at the beginning of a race and drive right up to the character in front, press jump just prior to hitting them. You should land on their head. Quickly press jump again and you will be launched high into the air (sometimes to the top of the screen), landing back on the track way ahead of the pack. You can do this trick during the race too – when you collect a turbo, do as above. This trick is ideal for some shortcuts, such as Wario Stadium, where you can clear the walls easily.

LAP 1/3
TIME 00'00"5

**Robert McMahon, London**

### 2. Pilotwings 64

Get up to top speed with the gyrocopter and find a flat piece of land (Little States is best). Whilst still holding the throttle begin descending – not too steep an angle – and clip the ground. Pull up just a little, levelling out, and, if you got it right, your speed should now be around 300-325 km/h. I have achieved 335 km/h with Hawk, but I'm sure you can get much higher and not crash.

**Daniel Jones, Northants**

### 3. ISS64

If you are having trouble playing against the computer, try this tip. Find out which team you have to play next (if you are in Cup or League mode) and then reset. Now create a team of no-hopers with zero for all their attributes, register them with the team you have to play next, and load the Cup/League. When you play you'll find the team easier to beat. Once into the second half, the opposing team will have lost all their energy, and it will be even easier!

**Daniel Glenfield, Abingdon**

### 4. Super Mario 64

Tall Tall Mountain; Star 4; Mysterious Mountainside. MISS THE ENTIRE SLIDE!! A STAR IN 20 SECONDS. Easy. Go to the large ledge where the purple charging things hang out, you know, just after the three Bob-Ombs. Next, go to the edge of the cliff which forms an overhang over the bit where star 4 is and face the wall with your back to the edge. Do this standing as close to the edge as you can. Next, jump and THEN pull back on the stick so that Mario is still facing the mountain, but will clear the mountainside's edge. As soon as you know you have cleared the edge, kick in the air by pressing 'B' AND pressing forward. With any luck you, will land right next to the star. A normal time for this star will be about 2 minutes. Using this tactic, a time of under 55 seconds is possible; and, combining this with the thermal, a theoretical time of 20 seconds could be achieved.

**David Burk, Dagenham**

### 5. Mario Kart 64

If you turn sharply on a corner with gophers on Moo Moo farm, and hit the gopher at the top of the hill, you can go over the fence and land on the other side. Although you will be picked up by Lakitu, you've still been over the other side of the fence. Maybe there's a part where you aren't picked up!

LAP 1/3
TIME 01'34"27
8th

**Paul Valentine, Bolton**

### 6. Starfox 64

When you have completed the game with medals the second time around, you will get a new title screen, à la *Mario Kart*. Also, you will be awarded with the option of using the tank or Fox and his pals running around on foot with guns.

**Marc Duport, Guernsey**

### 7. Shadows of the Empire

When playing on the Jedi difficulty level, enter your name as _Jabba (where _ is a space) and your weapons will be more powerful (Stormtroopers will only need one or maybe two shots to fall over and die).

**Shannon Keough, Australia**

### 8. Mario Kart 64

In the battle Mode, the larger game characters (Donkey Kong etc) can often pop smaller players' balloons simply by jumping on them (especially with a turbo).

**Nick Gee
The Netherlands**

### 9. Shadows of the Empire

In issues 2 and 3 you said that game secrets weren't transferable between difficulty levels but this isn't true. I have been able to transfer game secrets up difficulty levels by collecting all the Challenge Points for one difficulty level, and then leaving that game saved and collecting all the Challenge Points for the next highest difficulty level. For example, the Leebo scanner can be used on Medium difficulty if all the Challenge Points have been collected for both Easy and Medium and both games still saved. In this way all the game secrets can be used on the Jedi difficulty level after collecting all the Challenge Points on all the difficulty levels.

**Shannon Keough, Australia**

100 Health
54 Laser

### 10. FIFA 64

Hit the cartridge repeatedly with a hammer. It will smash into several pieces which is more fun than playing the game.

**Andy Campbell, Aberdeen**

**Sorry again!**

Daniel Glenfield sent in the *ISS64* tip in last month's issue. We'd send him another badge if we had his address.

# I'M THE BEST

## You might be top dog in your house but how do your scores measure up against the best of the rest of the world?

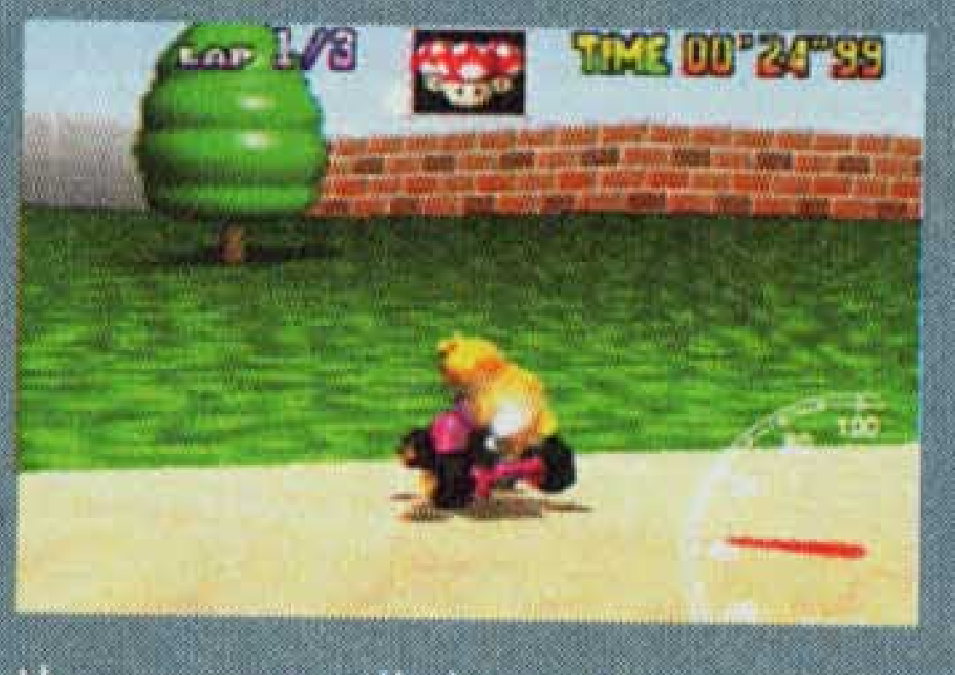
Good grief! The overriding mood here at **N64** Towers has, of late, been one of carefree joy and abandon, perhaps due to our move of office – we now reside in a delightful little suntrap overlooking one of Bath's finest burger establishments. However, in spite of this, our Zen-like tranquility has been shaken by the constant, heaving tide of your I'm the Best entries, the force of which shattered a few of our windows and caused significant structural damage to the pavement below. Even Wil's Feng Shui desk arrangement failed to restore our inner harmony.

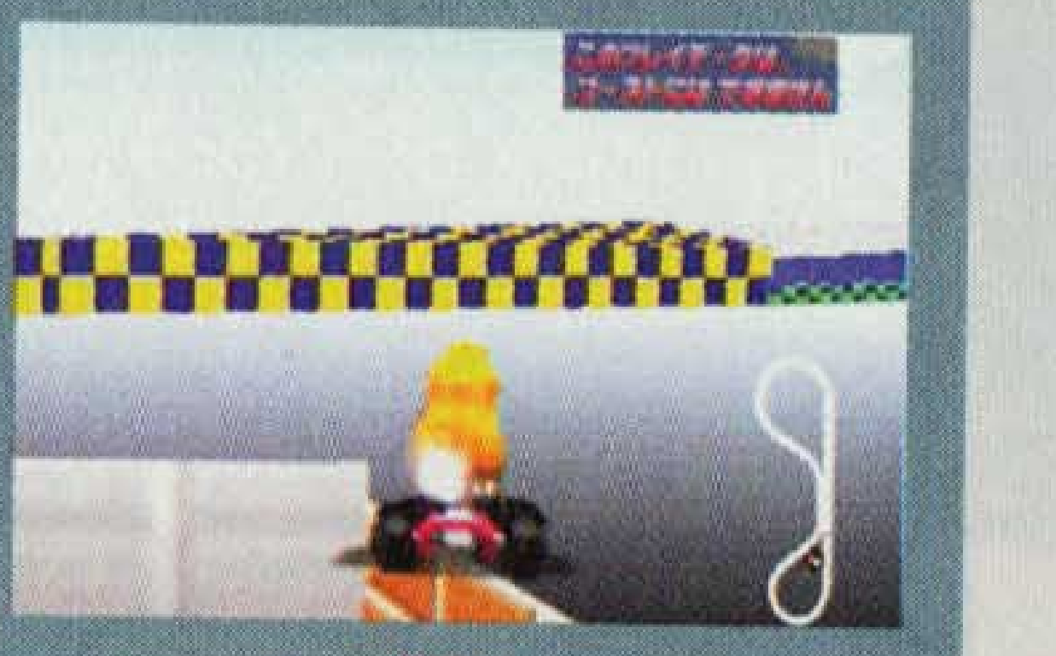
The good news, though, is that your scores and times are now becoming pretty stunning. And remember that, as always, the glory of grabbing the top spot also brings with it the twinkling perfection of a prized **N64** badge. So, for the sake of the children, prove that you're the best, and write to the usual address.

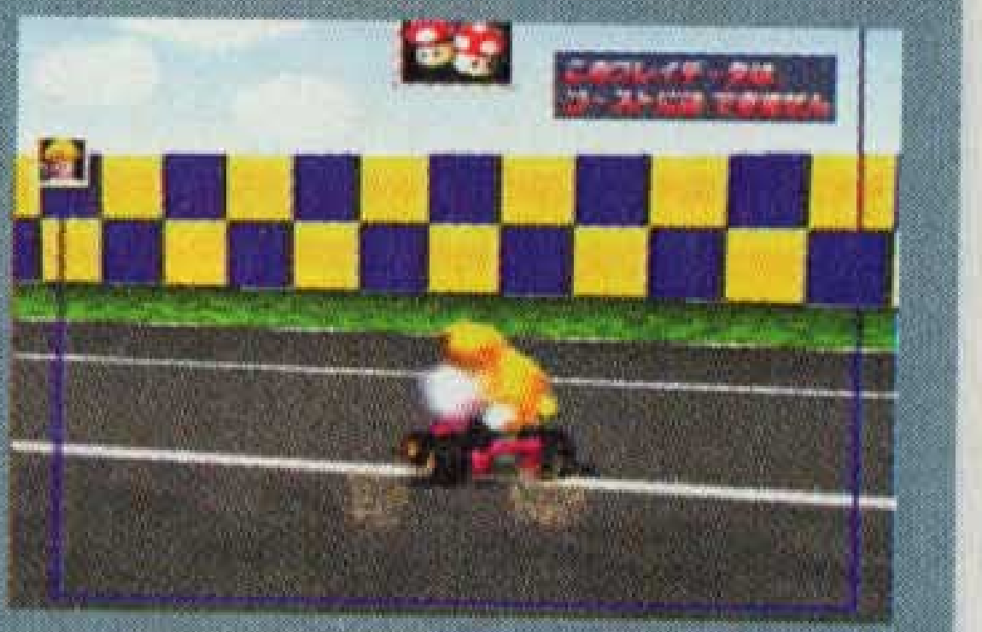
### Star Performance

The apparently endless ingenuity of our readers has once again knocked us for six. The general consensus here at **N64** has been that Luigi Raceway is largely bereft of major shortcuttage; it certainly has nothing to rival Mario Raceway. Congratulations, then, to Margaret Hodge, who steps forward to prove us all very, very wrong.

"As you come out of the tunnel steer left up the grass bank. Use a power mushroom just as you leave the track and aim slightly to the right of the junction between the grey wall and the brick wall. Continue to steer left and press jump just before you hit the brick wall (keep steering left). If successful, you will bounce off the brick wall and jump over the grey wall, bringing you out just before the finishing line and thus cutting out the last long corner. This shortcut is very hard to pull off – about as hard as those on Mario Raceway."







### NEW HIGH SCORE!

WIN A CONTROLLER!

**The entries we've had for Luigi Raceway have been overwhelming in their class and quantity; we've all been heartily impressed by the skill and dedication of our readers. However, there comes a time when some doors shut and others must open – a time to move on to pastures new. Or maybe even beaches.**

Because, yes, we have a new challenge. Perhaps you've learnt all you can from Luigi. Perhaps you just fancy a change. And so, in honour of absent friends, we ask you: can you handle Koopa Troopa Beach? Success on this track depends on shoreline-hugging cornering and the ability to successfully negotiate the cliff-side shortcut (remember that you don't necessarily need to use a mushroom to do this. See Jonathan's *Mario Kart* review in issue 4 for details). It's a tricky course to get a really good time on, with multiple routes, crabs, sand, and, of course, the deep blue sea to contend with; but we know you can do it.

If you think you can beat Jes's time (below), then send your entry to us by no later than September 29th (remember, it's PAL times only). The victor, as always, will win a Sharkpad Pro from those nice people at Interact (01204 862026). Simply mark your entry "Here's My Koopa Trooper Triumph" and send it to the usual address.

TIME 00'42"63

**THIS MONTH'S SCORE TO BEAT**

Mario Kart 64
Koopa Trooper Beach
1'46"73
(PAL times only)

## SUPER MARIO 64

### (AMERICAN/JAPANESE)

**Foot Race with Koopa the Quick**

| | | | |
|---|---|---|---|
| 1 | 0'17"6 | Confirmed | *GK, Darlington* |
| 2 | 0'19"0 | Unconfirmed | *Ryan Cowell, Cramlington* |
| 3 | 0'19"7 | Confirmed | *Nigel Butterfield, Manchester* |
| 4 | 0'21"0 | Unconfirmed | *Andrew Watson, Blackpool* |
| 5 | 0'27"5 | Confirmed | *Richard Durkin, Newcastle* |

**Peach Slide**

| | | | |
|---|---|---|---|
| 1 | 0'15"9 | Confirmed | *P Dimba, Tonbridge* |
| 2 | 0'16"0 | Confirmed | *Ciaran Haren, Belfast* |
| 3 | 0'18"0 | Unconfirmed | *Ryan Cowell, Cramlington* |
| 4 | 0'21"2 | Unconfirmed | *David Decena, Texas* |
| 5 | 0'23"1 | Confirmed | *Noel Hawthorne, L'Derry* |

### (PAL)

**Foot Race with Koopa the Quick**

| | | | |
|---|---|---|---|
| 1 | 0'16"7 | Confirmed | *Matthew South, Sheffield* |
| 2 | 0'17"2 | Confirmed | *Andrew Densley, Bath* |
| 3 | 0'17"3 | Confirmed | *Neil Tate, Doncaster* |
| 4 | 0'17"7 | Confirmed | *Erwin Zeevart, Holland* |
| 5 | 0'18"7 | Confirmed | *Tommi Aarela, Finland* |
| 6 | 0'18"9 | Confirmed | *Stelios Giamarelos, Greece* |
| 7 | 0'19"7 | Confirmed | *James Hewellyn, Durham* |
| 8 | 0'19"8 | Confirmed | *Adam Sutherland, Old Windsor* |
| 9 | 0'20"8 | Confirmed | *Andrew Mills, Londonderry* |
| 10 | 0'21"1 | Confirmed | *Agent N64, Emsworth* |

**Peach Slide**

| | | | |
|---|---|---|---|
| 1 | 0'13"3 | Confirmed | *Andrew Mills, Londonderry* |
| 2 | 0'13"3 | Confirmed | *Ed Quinn, Manchester* |
| 3 | 0'13"4 | Confirmed | *Simon Flint, Emsworth* |
| 4 | 0'13"9 | Confirmed | *Neil Faulkner, Limavady* |
| 5 | 0'14"6 | Confirmed | *Agent N64, Emsworth* |
| 6 | 0'14"8 | Confirmed | *Matthew Harris, Newmarket* |
| 7 | 0'15"6 | Confirmed | *Andrew Densley, Bath* |
| 8 | 0'15"7 | Confirmed | *Jez French, Crowborough* |
| 9 | 0'15"7 | Confirmed | *Erwin Zeevaart, Holland* |
| 10 | 0'15"9 | Confirmed | *Edward Mutton, Alcester* |

## WAVE RACE 64

### (AMERICAN/JAPANESE)

**Sunny Beach**

| | | | |
|---|---|---|---|
| 1 | 1'03"755 | Confirmed | *William Lam, Bristol* |
| 2 | 1'04"726 | Confirmed | *Dilpesh Varsani, London* |
| 3 | 1'05"266 | Unconfirmed | *Paul Knight, Exmouth* |
| 4 | 1'05"478 | Confirmed | *GK, Darlington* |
| 5 | 1'05"820 | Confirmed | *Carl Waters, Telford* |
| 6 | 1'05"884 | Unconfirmed | *Jon Hatch, 11th Signal Regt* |
| 7 | 1'06"193 | Confirmed | *Chris Murphy, Middleton* |
| 8 | 1'06"254 | Confirmed | *Lee Hammond, Saddington* |
| 9 | 1'06"896 | Confirmed | *Robert McMahon, London* |
| 10 | 1'06"950 | Confirmed | *Rudy Moore, Portrush* |

### (PAL)

**Sunny Beach**

| | | | |
|---|---|---|---|
| 1 | 1'15"830 | Confirmed | *Andrew Mills, Londonderry* |
| 2 | 1'17"005 | Confirmed | *Chris Tape, Rayleigh* |
| 3 | 1'17"322 | Confirmed | *Rony Costa, Hillingdon* |
| 4 | 1'17"511 | Confirmed | *David Burk, Dagenham* |
| 5 | 1'17"693 | Confirmed | *Trevor Scannell, Barking* |
| 6 | 1'17"755 | Confirmed | *Steven Ridley, Ramsgate* |
| 7 | 1'18"018 | Confirmed | *Frankey Mayers, Blackheath* |
| 8 | 1'18"051 | Unconfirmed | *Trevor Scannell, Barking* |
| 9 | 1'18"935 | Confirmed | *James Johnson, Birmingham* |
| 10 | 1'19"943 | Confirmed | *David Holmes, Doncaster* |

### ANY VERSION

**Stunt Mode, Dolphin Park**

| | | | |
|---|---|---|---|
| 1 | 26073 | Confirmed | *Nicky Stanford, N. Ireland* |
| 2 | 25172 | Confirmed | *Norman Obeseki, Leeds* |
| 3 | 24880 | Confirmed | *SP Richards, Dorking* |
| 4 | 24047 | Confirmed | *Norman Obaseki, Leeds* |
| 5 | 23510 | Confirmed | *Adazé Obaseki, Leeds* |
| 6 | 22416 | Unconfirmed | *Trevor Scannell, Barking* |
| 7 | 22105 | Confirmed | *Daniel Shirley, East Sussex* |
| 8 | 21926 | Confirmed | *Jonathan King, Dorchester* |
| 9 | 21888 | Confirmed | *Andy Ward, Kent* |
| 10 | 21775 | Confirmed | *Owain Brimfield, Isle of Man* |

# MARIO KART 64

## (AMERICAN/JAPANESE)

### Luigi Circuit

| | | | |
|---|---|---|---|
| 1 | 1'40"23 | Confirmed | *Marc Duport, Guernsey* |
| 2 | 1'42"92 | Confirmed | *Mike Davis, Dundee* |
| 3 | 1'43"06 | Confirmed | *Mike Hurry, Aberdeen* |
| 4 | 1'43"33 | Confirmed | *Mark Lethbridge, Broadstairs* |
| 5 | 1'43"45 | Confirmed | *Andrew Taylor, Reading* |
| 6 | 1'43"65 | Confirmed | *GK, Darlington* |
| 7 | 1'43"68 | Confirmed | *Ian Taylor, Reading* |
| 8 | 1'44"00 | Confirmed | *Dawn Ford, Dundee* |
| 9 | 1'44"35 | Confirmed | *Jonny Town, Horbury* |
| 10 | 1'44"78 | Confirmed | *Adam Bones, Surrey* |

### Mario Circuit

| | | | |
|---|---|---|---|
| 1 | 0'55"12 | Confirmed | *Ian Chan, Stirlingshire* |
| 2 | 0'55"36 | Confirmed | *Marc Duport, Guernsey* |
| 3 | 0'55"70 | Confirmed | *Graham Dibley, Basingstoke* |
| 4 | 0'55"82 | Confirmed | *Mike Hurry, Aberdeen* |
| 5 | 0'56"15 | Confirmed | *Ben Ford, Cleveland* |
| 6 | 0'56"13 | Confirmed | *David Nixdorf, Warrington* |
| 7 | 0'56"77 | Confirmed | *Steven Housley, Idle* |
| 8 | 0'57"11 | Confirmed | *Colin Rastrick, Ilfracombe* |
| 9 | 0'57"76 | Confirmed | *Mark Lethbridge, Broadstairs* |
| 10 | 0'58"31 | Confirmed | *Steve James, Much Wenlock* |

### Royal Raceway

| | | | |
|---|---|---|---|
| 1 | 1'50"43 | Confirmed | *Jon Stanley* |
| 2 | 2'33"84 | Confirmed | *Mark Lethbridge* |
| 3 | 2'34"10 | Confirmed | *Nick Payne, London* |
| 4 | 2'34"26 | Confirmed | *Mike Hurry, Aberdeen* |
| 5 | 2'34"79 | Confirmed | *Marc Dupont, Guernsey* |
| 6 | 2'35"34 | Confirmed | *Simon Franklin, Leeds* |
| 7 | 2'35"51 | Unconfirmed | *James Mower, Ipswich* |
| 8 | 2'35"65 | Unconfirmed | *Josh Brown, York* |
| 9 | 2'35"78 | Unconfirmed | *Chris Wells, Lancaster* |
| 10 | 2'35"90 | Unconfirmed | *Tim Waring, Suffolk* |

## (PAL)

### Luigi Circuit

| | | | |
|---|---|---|---|
| 1 | 1'50"67 | Confirmed | *Stephen Ball, Macclesfield* |
| 2 | 1'58"76 | Confirmed | *Margaret Hodge, Cheshire* |
| 3 | 2'03"19 | Confirmed | *Steven Zwartjes, Holland* |
| 4 | 2'03"43 | Confirmed | *Ben Stiff* |
| 5 | 2'03"64 | Confirmed | *Roger van dann, Holland* |
| 6 | 2'03"71 | Confirmed | *Andrew Densley, Bath* |
| 7 | 2'03"84 | Confirmed | *Sam Nangngam, Rochester* |
| 8 | 2'04"14 | Confirmed | *Mark Florian, Croydon* |
| 9 | 2'04"86 | Confirmed | *Ashley Hammant, Hereford* |
| 10 | 2'04"45 | Confirmed | *Adrian Jacòb, Surrey* |

### Stop Press!

The presses are ground to a halt. A man in greasy overalls leaps forward to add this tiny extra plate to the printing wheel. The news that could bring such heavy industry to a halt? Ladies and gentlemen, we have ourselves a winner. Striding bloody but unbowed from the carnage of our Luigi Raceway league is Graham Francis of Cronleigh, whose stirling time of 1'33"67 was enough to snatch this month's Sharkpad trophy. A full update of LR table will appear in issue 8.

### Royal Raceway

| | | | |
|---|---|---|---|
| 1 | 02'21"92 | Confirmed | *Alex Legg, Portchester* |
| 2 | 02'22"57 | Confirmed | *Richard Masters, Peterborough* |
| 3 | 3'03"60 | Confirmed | *Andrew Densley, Bath* |
| 4 | 3'04"26 | Confirmed | *Apain Keersmaekers, Belgium* |
| 5 | 3'05"14 | Confirmed | *Per Nilsson, Sweden* |
| 6 | 3'06"10 | Confirmed | *Andrew Mills, Londonderry* |
| 7 | 3'06"67 | Confirmed | *Stelios Giamarelos, Greece* |
| 8 | 3'07"39 | Confirmed | *Andrew Densley* |
| 9 | 3'09"50 | Confirmed | *Ben Stiff* |
| 10 | 3'10"49 | Confirmed | *Erwin Zeevart, Holland* |

### Koopa Trooper Beach

| | | | |
|---|---|---|---|
| 1 | 1'46"69 | Confirmed | *Andrew Densley* |
| 2 | 1'51"40 | Confirmed | *Ryan Haidar, Middlesex* |
| 3 | 1'51'82 | Confirmed | *Tristan Hamilton, Bedfordshire* |
| 4 | 1'54"62 | Confirmed | *Luke Skinner, Middlesex* |
| 5 | 1'55"12 | Confirmed | *Tony Delrosso, Torquay* |

### Frappe Snowland

| | | | |
|---|---|---|---|
| 1 | 2'12"50 | Confirmed | *Andrew Densley* |
| 2 | 2'14"90 | Confirmed | *Ross Magee, Plymouth* |
| 3 | 2'16"13 | Confirmed | *Tristan Hamilton, Bedfordshire* |
| 4 | 2'16"15 | Confirmed | *Lucy Heritage, Surrey* |
| 5 | 2'16"84 | Confirmed | *Mark Brick, Walsal* |

### Bowser Castle

| | | | |
|---|---|---|---|
| 1 | 2'28"15 | Confirmed | *Andrew Densley* |
| 2 | 2'32"32 | Confirmed | *Ross Magee* |
| 3 | 2'33"35 | Confirmed | *Tristan Hamilton, Bedfordshire* |
| 4 | 2'33"80 | Confirmed | *Toby Anstes, Lowestoft* |
| 5 | 2'33"98 | Confirmed | *Bill Pulman, London* |

### Banshee Boardwalk

| | | | |
|---|---|---|---|
| 1 | 2'16"64 | Confirmed | *Andrew Densley* |
| 2 | 2'22"19 | Confirmed | *Tristan Hamilton, Bedfordshire* |
| 3 | 2'22"19 | Confirmed | *Tristan Hamilton, Bedfordshire* |
| 4 | 2'22"60 | Confirmed | *Roderick Blyth, Stockport* |
| 5 | 2'22"75 | Confirmed | *Winston Smith, London* |

### Mario Raceway

MARIO KART CHAMPIONSHIP

**See page 64**

# TUROK

## (PAL)

### Time Challenge mode

| | | | |
|---|---|---|---|
| 1 | 1'23" | Confirmed | *Stuart Richards, Dorking* |
| 2 | 1'39" | Confirmed | *Andrew Mills, Londonderry* |
| 3 | 2'37" | Confirmed | *Matthew Griffiths, Colchester* |
| 4 | 2'40" | Confirmed | *Martin Sturrock, Goostrey* |
| 5 | 2'44" | Confirmed | *Paul Taylor, Poynton* |
| 6 | 2'46" | Confirmed | *Jamil Yahyaoui, Belfast* |
| 7 | 2'48" | Confirmed | *Scott Brown, Stocksfield* |
| 8 | 2'50" | Confirmed | *Karen Callow, Winton* |
| 9 | 2'51" | Confirmed | *Stephen Daulby, Warrington* |
| 10 | 2'53" | Confirmed | *Tony Hills, Cleveland* |
| 11 | 2'57" | Confirmed | *Nick Perry, Pontypool* |
| 12 | 2'59" | Confirmed | *Erwin Zeevart, Holland* |
| 13 | 3' 32" | Unconfirmed | *Neil Plant, Falmouth* |
| 14 | 3'00" | Confirmed | *William Lam, Bristol* |
| 15 | 3'05" | Confirmed | *Laurie Goodman, Lewes* |
| 16 | 3'09" | Unconfirmed | *Toby Rodriguez, East Grinsted* |
| 17 | 3'10" | Confirmed | *Chris Hambrook, Cardiff* |
| 18 | 3'13" | Confirmed | *Neil Plant, Falmouth* |

# STARFOX

## (ANY VERSION)

### Level 1, Corneria

| | | | |
|---|---|---|---|
| 1 | 222 | Confirmed | *A. Barker, Gwent* |
| 2 | 213 | Confirmed | *GK, Darlington* |
| 3 | 207 | Confirmed | *Seth Eagles, Gwynedd* |
| 4 | 204 | Confirmed | *Marc Duport, Guernsey* |
| 5 | 202 | Confirmed | *Roger Vance, Newtownards* |
| 6 | 197 | Confirmed | *Johnny Town, Horbury* |
| 7 | 187 | Confirmed | *P A Downs, Southampton* |
| 8 | 183 | Confirmed | *Andrew, Macclesfield* |
| 9 | 182 | Unconfirmed | *Stuart Long, Bury St. Edmunds* |
| 10 | 180 | Confirmed | *David Coates, Bulwell* |

### Total Hits

| | | | |
|---|---|---|---|
| 1 | 1729 | Confirmed | *Seth Eagles, Gwynedd* |
| 2 | 1536 | Confirmed | *GK, Darlington* |
| 3 | 1450 | Confirmed | *Nick Payne, London* |
| 4 | 1442 | Confirmed | *Mike Hurry, Aberdeen* |
| 5 | 1430 | Unconfirmed | *Johnny Town, Horbury* |
| 6 | 1398 | Confirmed | *Chris Turnbull, North Shields* |
| 7 | 1374 | Confirmed | *Johnny Town, Horbury* |
| 8 | 1372 | Confirmed | *David Coates, Bulwell* |
| 9 | 1347 | Confirmed | *Louis Sugiyama, London* |
| 10 | 1342 | Confirmed | *Robert McMahon, London* |

# How to enter

You can enter as many as of the leagues as you like. However, you'll need to send in a picture or some video footage of each of your achievements if you want 'confirmed' put by your entry (and anyone to believe you). If you're sending photos YOU MUST write your name, address and the score/time you are registering on the back of each. With videos, tape a label to the case, again with your name and the scores you want to enter. The **N64** office looks like a post master's worst nightmare, and things have a habit of going astray, so this bit is very important.

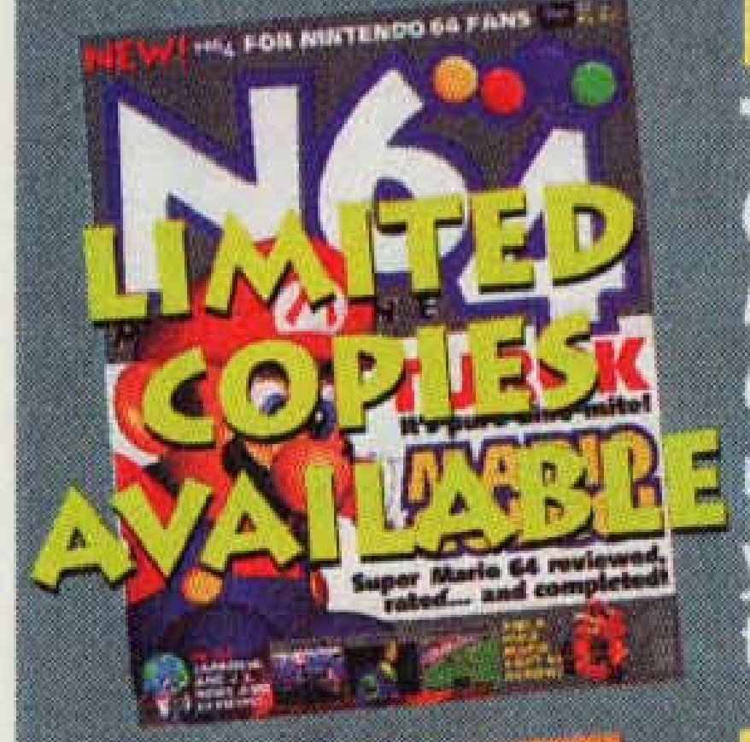
Send your complete entry package to:

**I'm the Best, N64 Magazine,**
**30 Monmouth Street, Bath BA1 2BW**

If you'd like your video or photo back, include a stamped addressed envelope with your entry. We'll do our best, but don't bank on recording next Friday's Eastenders on your tape. Don't be disappointed if your score doesn't appear until the issue-after-next, as the next issue has to be finished sooner than you'd imagine.

# N64 MAGAZINE Back Issues

So you missed an issue of **N64** Magazine, did you? You'd better hurry up and fill in the form below if you want to make amends – back issues are selling out faster than you'd believe possible.



## ISSUE 1

**The Super Mario Edition**

(With Fantastic Free Video) UK reviews of *Shadows of the Empire, Super Mario 64* and *Pilotwings 64*. *Mario Kart 64, Perfect Striker, Wayne Gretzky* and loads more reviewed on import. And there's a huge feature on how your Nintendo 64 works, how to do import gaming, and all that sort of thing, too.

## ISSUE 2

**The Blast Corps Edition**

*Wave Race 64* review and guide. *FIFA 64* denouncement as well as the best import *Blast Corps* review you'll read. 'How to…'s include 'Get 70 Stars the Fastest in *Mario 64*', 'Find all the Keys in *Turok*' and part one of 'Obtain all Challenge Points in *Shadows of the Empire*'. And there's a huge guide to Nintendo.

## ISSUE 3

**The Starfox Edition**

Frankly superb *Starfox 64* and *Doom 64* import reviews along with *International Superstar Soccer 64* and *Killer Instinct Gold* UK reviews. Second parts of our *Mario 64* and *Shadows* 'How to…'s, as well as a quick guide to playing Japanese games. And! There's a huge survey of Japanese developers.

## ISSUE 4

**The Mario Kart Edition**

Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of *War Gods* and (PAL) *Mortal Kombat* as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.

## ISSUE 5

**The Multi Racing/E3 Edition**

World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. Tim's feature on E3 is superb and if all that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps*!

## ISSUE 6

**The RPG Edition**

FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as the Rumble Pak-friendly *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit, Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!

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**Where would we be without your letters? On page 92, presumably. Luckily, though, you've been more than generous with your correspondence, and it's our pleasure to answer your queries, address your concerns and accept your abuse.**

**Write to us at:**
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## "Left-hand hill"

I am just writing to let you know that, on page 3 of issue 5, in your picture of the two Martian hills, you enlarged the left-hand hill instead of the right-hand hill in the second picture.
**Leo Sealey, Birmingham**

*Yes. Wil wasn't allowed to play mah jong games for a week as punishment. Here's the correct enlargement, in which Mario can clearly be seen on Mars.* **Ed**

## "Too big for us"

I was happily glancing through my subscription copy of **N64** issue 5 when my eyes fell upon 'An Ear to the Ground'. I nearly screamed out loud in frustration. Why the hell is *Ganbare Goemon 5* not getting a UK or US release?

There was something about it being a 128M cartridge, and being too big for us. That's stupid! *Turok* was 128M, and that was an N64 launch title over here. Even more important is the fact that *Legend of Zelda 64* is being released as a huge 128M cart. Nintendo aren't saying that'll be too big for us, so what are Konami playing at?

Then I read something about the game containing two songs. Seeing as this is still not elevating the game size over 128M, I assume they're in Japanese and Konami don't think we'd like that. Of course we wouldn't mind. The *Goemon* games are some of the most Japanese games out there, and that's one of the things that makes them appealing. I'd be quite happy to have some Japanese people singing their lungs out if I could have a copy of what looks like being a sensational game. My friends and I have fond memories of *Legend of the Mystical Ninja*, and drooled over the pics in issue 2. The game was going to be a dead cert for my collection, and now I'm depressed. Mmm.
**Steven Port, Bishops Stortford**

*The problem, as W– er, 'FuSoYa' explained in his RPG feature last month, is that Nintendo are currently charging third-party publishers too much for manufacturing their carts for them. (Nintendo's own games, like Zelda, aren't a problem.) So Konami are currently trying to negotiate a deal that'll make it economic for them to translate the game and publish it over here. And the good news is that they're sounding increasingly hopeful, now saying Goemon will "almost certainly" reach the UK. Hurrah, eh?* **Ed**

## "I was astonished"

I love your magazine. Even though I'm a US citizen, I got your magazine in a local bookstore. While I was reading it, I was astonished by how much N64 coverage you have. I was wondering, could you publish your mag in the US?
**Max Hooton, Chappell Hill, Texas, USA**

*We'd love to publish* **N64** *Magazine in the US. In fact, James has already packed his bags, and Tim's been rehearsing his "Kabuki Joe… wins!" voice. But when I asked our corporate paymasters for some money for the plane fare, they told us we've got to stay in Britain and do it here. Bah.* **Ed**

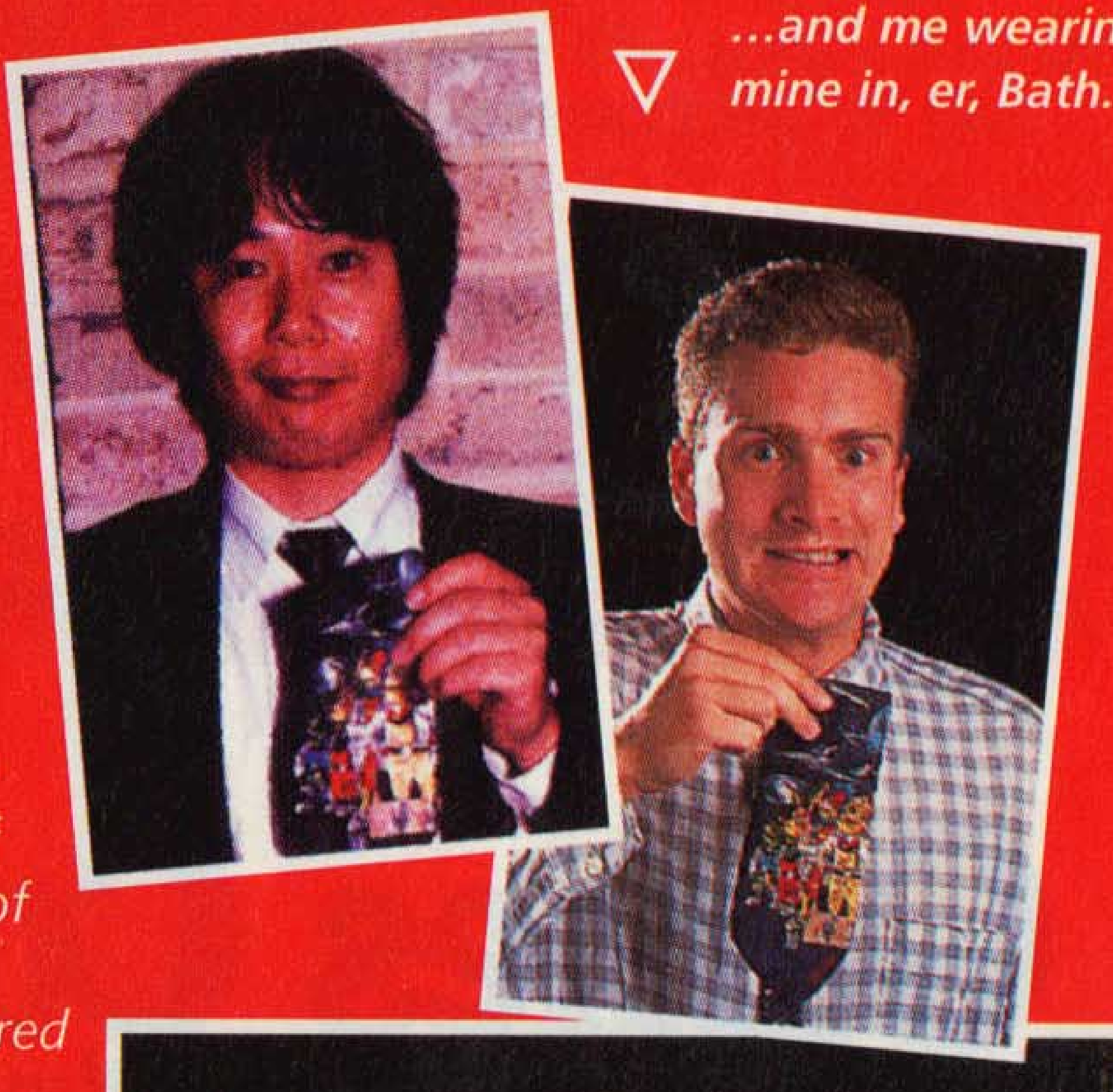
## "Sticks click"

I own a Nintendo 64 and everything about it pleases me apart from one thing: CLICKING. Both my controller pads' analogue sticks click when moved into one position. The position is different on each pad, but it's there. The noise as you play gets more and more annoying. Both my

## "Me and my N64 friends"

I have a serious problem. I want the video that came with issue 1, but here in Norway it's hard to find a copy. Can you help me? PLEASE! I have sent a present to Jonathan Davies from me and my N64 friends. I've also sent pictures of me and my N64 friends playing *Super Mario 64*.
**Nino Kolas, Orkanger, Norway**

*It's a Starfox tie! Thanks! I thought only Shigs himself was allowed to wear one of these. And, as luck would have it, we've just discovered 64 copies of* **N64** *issue 1 lurking in a corner of our warehouse. (See Back Issues on page 86.) One of them's on its way to you.* **Ed**



*Shigs wearing his Starfox tie in America (courtesy of The 64 Dream)…*

*…and me wearing mine in, er, Bath.*

*That's definitely Sweden. There's no faking pine like that.*

pads are official Nintendo pads. Do others suffer from this? Can it be cured? Or is it terminal? Also, my Mario Kart game crashes now and then. Is this normal?
**Guy Kontry, Swindon**

*Give Nintendo a call about your Mario Kart cart pronto – it sounds like you've got one of the dodgy batch, and need a replacement. Their number's 01703 623200. Clicking controllers, though? None of ours do it, and we've got dozens. The only problem we have is the A button getting stuck down, because Paul never washes his hands after eating Pot Noodles.* **Ed**

## "Surprise and delight"

I am finally writing in reply to the letter in issue 4, "Keep all the prizes", and I hope my letter clears things up for Mr Leyton Page. This is the first time I've written to your excellent magazine, because I was the winner of your competition in issue 1 (much to my great surprise and delight). So, in between playing *Mario* and *Mario Kart*, having days off work and playing *Mario* and *Mario Kart*, oh, and working, I haven't had time to write till now.
**Lee Riley, Blackburn**

*See, Leyton? Eh?* **Ed**

## "Elder sister"

A few weeks ago I participated in Spain in this *Mario Kart 64* competition that ran from June 20th to July 6th. You had to be the fastest to complete three laps in Time Trial mode on DK's Jungle Parkway choosing Mario. The best time there was 2'37"23. When I played I completed it in 2'37"90, so I bought more Pepsi (you had to buy Pepsi to play), but I didn't make it. While I was playing, the boy that had the best time was there. He was standing by me with his elder sister, talking to me, saying, "Please crash and let us win… blah, blah, blah…" all through the game. I was really angry that pesky kid had won after bothering me when the shop assistant wasn't looking, and also, they finished the competition on July 5th instead of the 6th, so there was no way I could try again.

A few days later, I was reading **N64** issue 4, and I completing the track in 2'26"49 after seeing your great guide. I wish I'd read this before, or that there were great magazines like this one in Spain, because that would have kept those two kids' stupid mouths shut. I could have won another N64, game and a trip to the USA, but I didn't know you existed then. From now on I'm going to subscribe to **N64**, so if they do another competition next year I'll be sure to win it.
**Juan Orive, Madrid, Spain**

*A tragic tale. But, although techically you may have lost, morally the victory is yours. And you'll be the one laughing when your opponent's teeth all decay and drop out from drinking too much fizzy drink.* **Ed**

## "Barely ever"

How often to you get to see the faces of your readers? Up until now, barely ever.
**Russell Cocklin, Romford**

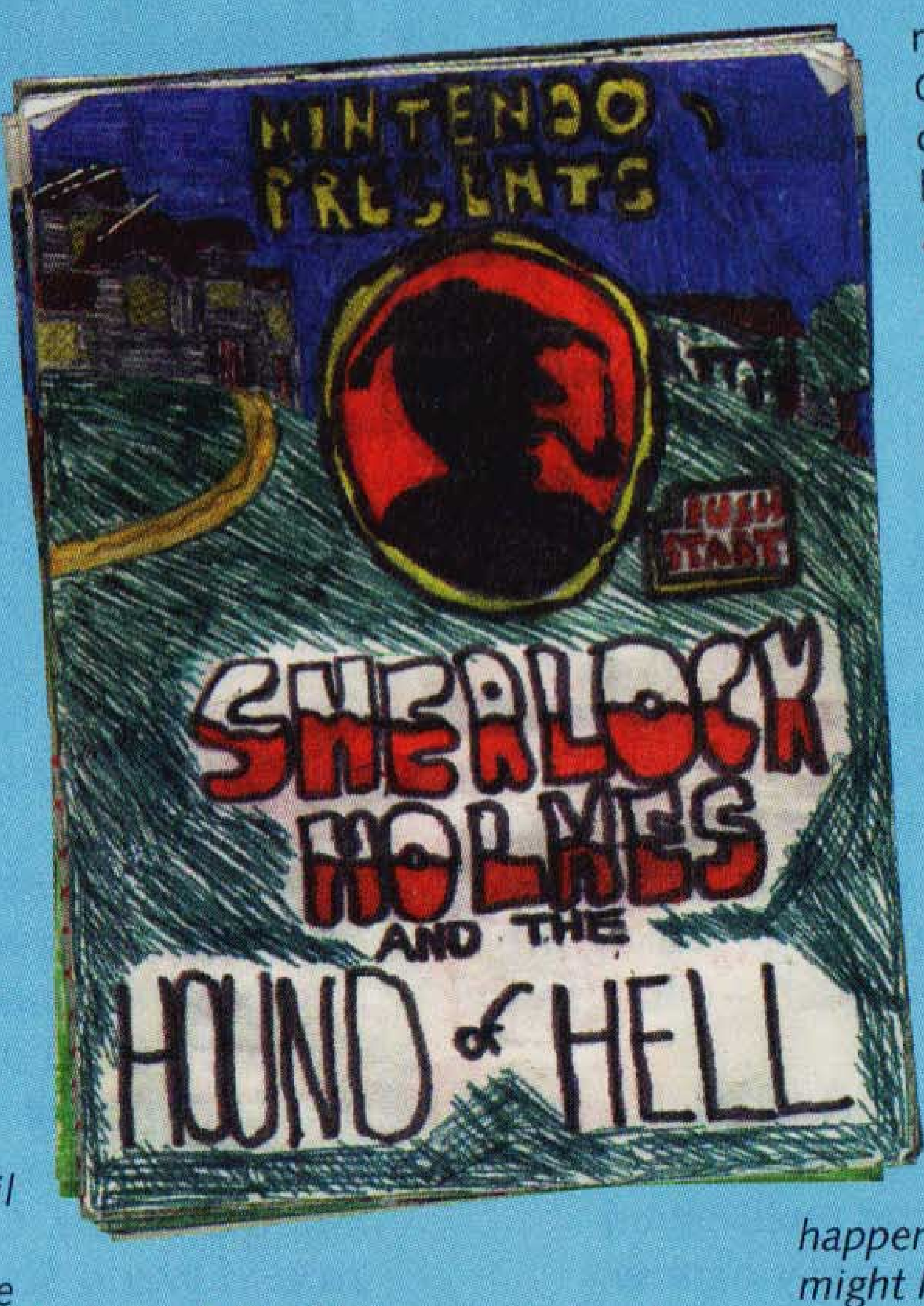
*And, after this painful experience, hopefully never again. Eurch.* **Ed**

# DREAM ON

**Have you got a dream? Then send it to Dream On, and it might be spotted by an ideas-hungry developer and turned into a reality. Ah, capitalism's ruthless exploitation…**

### SHERLOCK HOLMES AND THE HOUND OF HELL

I've thought up an interesting game for the N64. It's an adventure game called *Sherlock Holmes and the Hound of Hell*. It's about the great detective Sherlock Holmes exploring level after level, picking up clues about the legend of the Hound of Hell. Him and Watson would have to solve a number of puzzles and would have to fight the Hound of Hell at the end. I thought up this idea because I have a Sherlock Holmes video at my house.
**Cathal, Dungannon, Northern Ireland**


NINTENDO PRESENTS
SHERLOCK HOLMES AND THE HOUND of HELL

*I've got two Sherlock Holmes videos at my house, with Basil Rathbone in. They're jolly good. And your 38-page game outline, entirely coloured in felt-tip, makes a persuasive case for a Holmes N64 game. Here's hoping, eh?*

### TOUR DE FRANCE

I've been using gym equipment a lot recently, and it's occurred to me that most of the equipment is boring. So I'd like to see the combination of excercise cycles with arcade cabinets. Perhaps the expertise of Namco and Tunturi could be allied to produce a licensed *Tour de France* with two-hour versions of genuine stages streamed off CD-ROM. It would cost £6 for half an hour and the machines would be mainly found in upmarket gyms. You could steer the bike if you wished, or leave it to the CPU. Possible sequels could be a *Track Star* treadmill with a range of distances, an *Olympic Sculling/Whitewater Rapids* rowing machine and a *Cliffhanger*™ mountain climber. For the latter, bonus points would be awarded if you could work out a bit on the free weights and talk like someone's stuffed a ferret down your throat for that authentic Sylvester Stallone look.
**Ho Kim Ying, London**

*Sounds exhausting. I'm sure I saw something like this on Tomorrow's World in about 1984, with video footage on a screen in front of an excercise bike. It looked ridiculous. But if your performance on the equipment actually affected what happened on-screen then you might have something here.* **Ed**

### A VERY ADVANCED *POPULOUS* GAME

I have only played one strategy game (*Populous*), but I thought it was brilliant, so my dream game would be a very advanced Populous game. You would start from scratch with a man and a woman who would… you know what… and begin a little village of people. Your village could gradually become a town, then a small city and so on, depending how good you are.

Many factors would determine your success: eg, are there clean water supplies near you, or do people keep dying in that swamp nearby? This game be for one to four players, or using the 64DD's network (if it has one) you could could have, like, 20 players who all have towns in a vast landscape. These towns could battle against each other, and, depending on your peoples' health and how many people you have, you could take over other towns and begin to build a massive empire and rule the whole landscape and have a castle and knights and many other smart things like that. But the other players could team up in a secret place and plan a rebellion to overthrow you.
**Paul Lucchesi, Galston**

*You certainly have ambition, and a friendly, Nintendo-ish strategy game would be great, although this does sound rather like* Powermonger, *the Bullfrog game that followed* Populous *on the PC.* **Ed**

**Dreams can come true, so send them to: *Dream On,* N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Pronto!**

### BONUS LETTERS

Pat Shields wrote you a letter (issue 5) about what Mario says when you throw Bowser. You answered by correcting him with "So long-a Bowser." I'd just like to say I believe it to be "So long me Bowser." Could you sort this out? (I need real proof it isn't.)
**Iain Mackay, Corby**

*Irrefutable proof is provided by the fact that "So long me Bowser" makes absolutely no sense whatsoever, whereas "So long-a Bowser" is exactly the sort of thing an English-speaking Italian might say when bidding someone called Bowser farewell.* **Ed**

I am really clever as I go to the Judd Grammar School in Tonbride.
**David Proctor, Tunbridge Wells**

*Congratulations.* **Ed**

I bet you didn't know there's a road in Ireland called the N64.
**David Nolan, Dublin, Ireland**

*Yes we did. Er. All right, we didn't.* **Ed**

I desperately want your pin badge. I know this sounds selfish, but I really must have that badge.
**James Shawe, Porthcawl**

*But I need it. You can have one of these other ones, though.* **Ed**

GO! GO!

# So tell me this...

**You're a troubled bunch, it would seem. So we'll answer your questions as best we can.**

1. Does a steering wheel work better on *Super Mario Kart* than the Controller?
2. Will *Super Mario RPG 2* be better than *Zelda*, and will it have the same graphic quality as *Super Mario 64*?
3. Will *Super Mario 2* be two-player?
4. On the bottom of the N64 there's an extension panel. Is this where the 64DD will plug in? If not, what's it for?

**Thomas Flannery, Waltham Cross**

*1. Nope. With InterAct's steering wheel, at least,* Mario Kart*'s much tougher than with the Controller. Steering wheels are generally best for things like* Multi Racing Championship *and* F1 Pole Position*.*
*2. We've no idea.* Super Mario RPG 2 *is months away, and cloaked in secrecy.*
*3. Ditto.*
*4. Yes. That's exactly what it's for.* **Ed**

1. When *Starfox 64* comes out in September, will it be released with the Rumble Pak?
2. I've heard a rumour that when *Starfox 64* is release in Europe it will be renamed *Lylat Wars*. This is to stop people getting confused between Star Wars and *Starfox*. (If you ask me you'd have to be pretty stupid to get them confused.) Is this true?

3. I don't suppose you know if GamesMaster will be coming back this October. I've heard Dominik Diamond has done his last series. On the subject of video game shows, which did you prefer, Bad Influence or GamesMaster?

**Steven Mytum, Sherburn-in-Elmet**

*1. It will indeed. From October 3rd onwards, for £60 you'll be able to pick up* Starfox 64 *with a* Rumble Pak*.*
*2. As we revealed in* Planet 64 *last month,* Starfox *will be relabelled 'Lylat Wars' over here because of trademark troubles.*
*3. Yep, a new series of GM will start in November hosted by the big DD himself. My favourite? To be honest, there wasn't much to choose between them.* **Ed**

Are any companies planning to release an adaptor that allows SNES and/or NES games to be played on an N64 console – similar to the Hornby Superdeck for the SNES – in the near future?

**Quintin Graham, Bundaberg, Australia**

*No, quite frankly. The N64 is probably powerful enough to emulate the SNES without needing too much extra hardware, but it's not likely to be worth anyone's while making an adaptor: if you've got a large collection of SNES games you'd like to play, the chances are you've got a SNES too. I could never see the point of things like the Superdeck.* **Ed**

1. Eagerly awaited games are *Starfox 64*, *Yoshi's Island 64* and *Legend of Zelda 64*. Could you possibly tell me their release dates?
2. Will 64DD discs be the same price as N64 games?
3. Will the game *Ultra Donkey Kong* be the only *Donkey Kong* game, or will there be sequels?

**Adam Taylor, Huddersfield**

*1.* Lylat Wars*, as* Starfox 64 *has become, will now be out on October 3rd. The others will be early next year. Hopefully.*
*2. They'll be cheaper, hopefully, that being one of the 64DD's main selling points.*
*3. All we know about* Ultra Donkey Kong *at the moment is that it's appeared on release lists in Japan. As soon as we can find out more from Rare we'll let you know. In the mean time, there's* Diddy Kong Racing*.* **Ed**

If you're unsure about anything N64-related, write to: *So tell me this...*, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.

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SLIPPY
I'm monkey food if I don't leave!

## "About seven"

While indulging in four-player *Mario Kart 64* hi-jinks recently, I pondered on the thought of an eight-player race, and came to the conclusion that this would only be possible with an extra TV). So do you think it would be possible for someone to develop an adaptor for the N64 (or any other console for that matter) that could allow multi-player games to be played on more than one TV? This would be great for games that aren't suited to a four-player split-screen mode, for example deathmatch *Quake* or *GoldenEye 007* (which I can't wait for, incidentally). And it would be much better than the woefully stupid link-up set-up for the PlayStation that requires two PlayStations, two TVs AND two copies of the game. How many people have access to that kind of set-up? About seven, probably. However, plenty of people have two or more TVs in their houses.

**Dave Mole, Aberdeen**

*Almost plausible. But... no. The touble here is that most of the N64's power is used to generate the picture you see on your TV screen. The graphics, in other words. So to generate two pictures, one for each TV screen, you'd need the N64 to be twice as powerful. Or, basically, two N64s. Either that or you'd have to sacrifice picture quality, in which case you might as well stick with an ordinary split-screen display. Tch, technology, eh?* **Ed**

## "Hammer the loser"

I am the proud owner of a spanking new N64 with *Mario 64* and *Mario Kart 64* (not to mention every issue of **N64** Magazine so far), but I think you missed a couple of pointers in your *Mario Kart 64* review.

Battle game disappointment? What a load of tosh. For me it's the only redeeming factor. That and the multi-player option in general. After completing every cup (gold) on every cc mode, and then the extra cup, I felt a bit gutted after spending £60 and exhausting it in one day.

The Battle arenas are very mixed. Big Donut is rubbish – you keep going round and round and get hit too often. Falling in the lava is annoying, but seldom does it happen to any but the worst drivers. Skyscraper is appalling – falling off happens far too much – and it's way too small.

But Block Fort, though – go round and round in circles, chasing each other on the multi-tiered towers, crossing really narrow bridges. You've all got red shells, but you're just that little bit too far away. But if someone falls off, the other players shoot all their shells and hammer the loser!

Double Deck: incredible! So many different ramps make for a hairy chase as you take shortcuts which look safe, until you turn the corner and run into a barrage of banana skins. Top notch!

Yes, the racing-around-tracks is fun for a while, but it can't go on for very long. Get the shortcut on Rainbow Road and you'll be guaranteed victory, especially if you can do it three times. Not good if your in third or fourth place.

**Ben Barden, Guildford**

*Well, if you're having multi-player races on Rainbow Road then you're clearly determined not to have fun. You want to be on Koopa Trooper Beach, dropping a Banana just behind you as you zip up the jump into the tunnel. Or hammering around Wario Stadium, your eyes fixed on the leader's screen rather than your own so you can activate your Thunderbolt just as he's approaching the ramp. Or on Royal Raceway, leaving a Banana just before the speed-up stripes at the top of the ramp, and then crashing into a tree because you're watching the person behind you spinning into the water. Battle Mode? Get a grip.* **Ed**

# INVENTION CORNER

## A HOME OF YOUR OWN

*Not many N64 Magazine readers have a special section of their very own, but Russell Cocklin and his pals are just about the only people sending us N64 hardware ideas. Come on, readers – put on those white coats and get brainstorming.*

I'm a big N64 fan, but I've had trouble storing my games in a suitable place. So I decided to design and make a storage unit for them. Here's a copy of the original design, and the final product that's covered in various N64 pics from your magazine and can hold up to 10 games.

**Stuart Bowker, Woking**

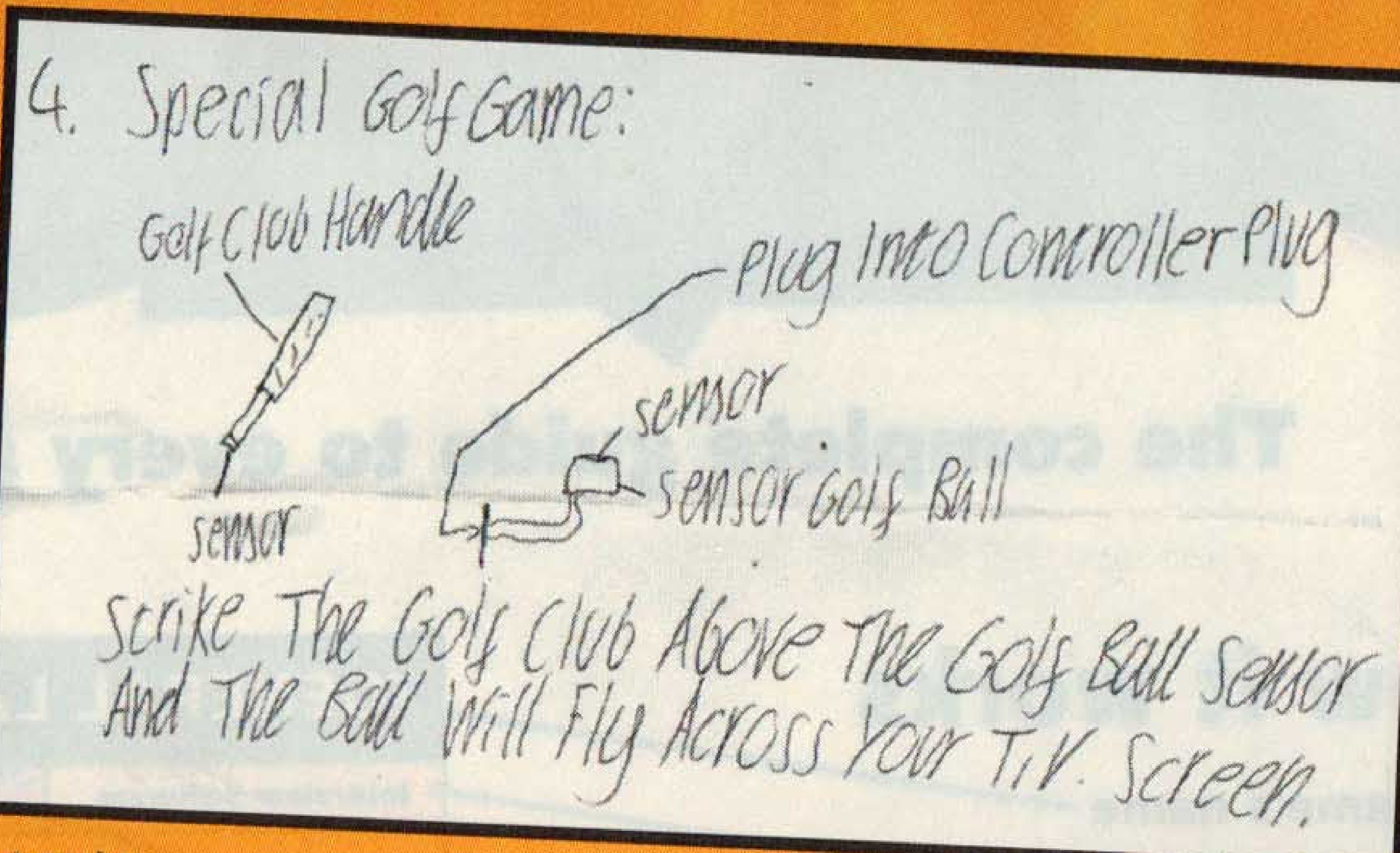
*Blue Peter would be proud of you.* **Ed**

## IDEAS OVERLOAD

1. How about a special printer that you plug into the N64 and print instant photos of your favourite parts of the game?
2. Or how about a special 3D pair of goggles that you plug into the Controller slots, also with specially made 3D games to really bring them to life?
3. Or even tiny speakers that plug into the Controller slots. When all four people are playing it will be in surround sound?
4. Special golf game:

Strike the golf club above the golf ball sensor and the ball will fly across your TV screen.

**Russell Cocklin, Tom Jones and Ricki Prophet, Romford**


4. Special Golf Game:
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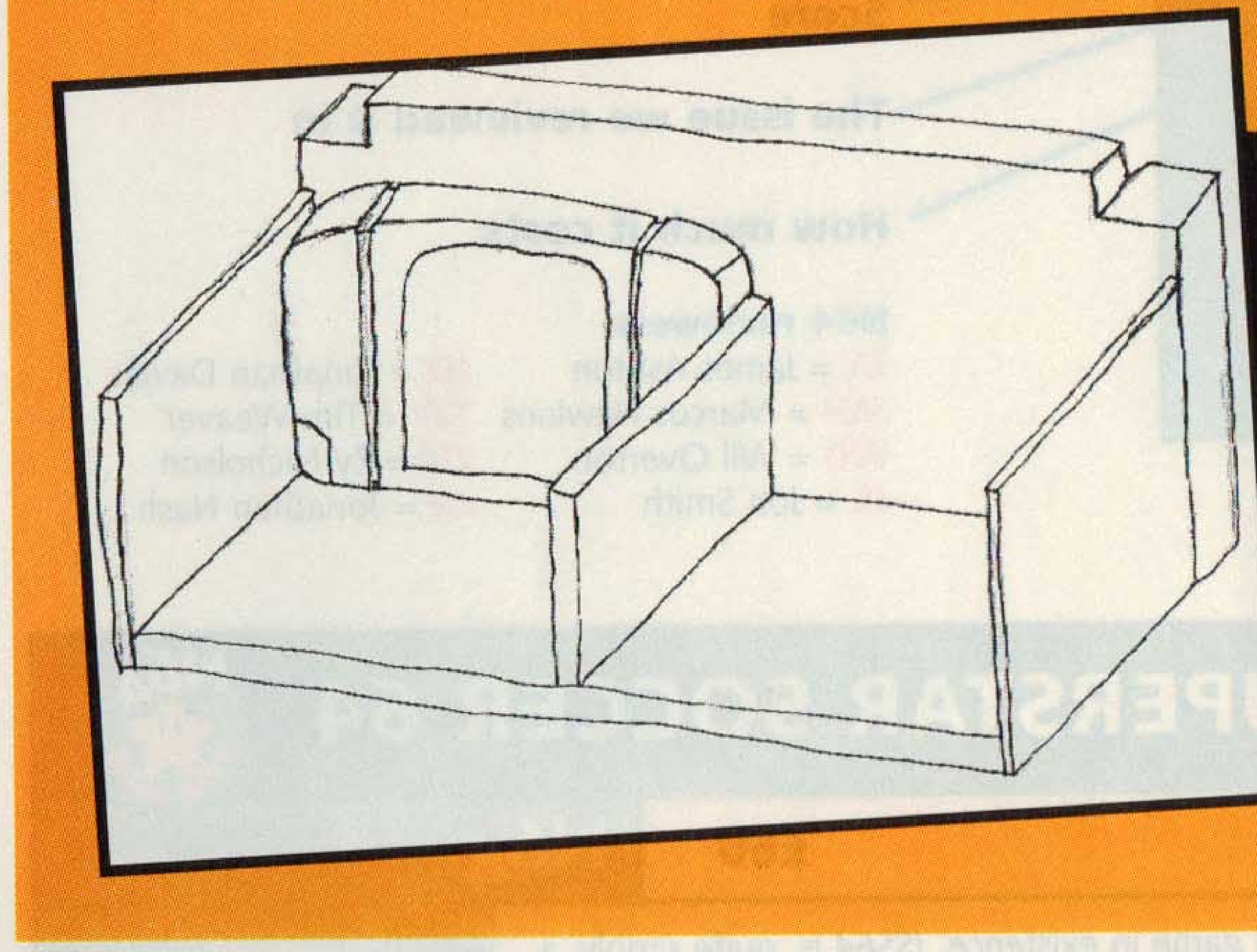

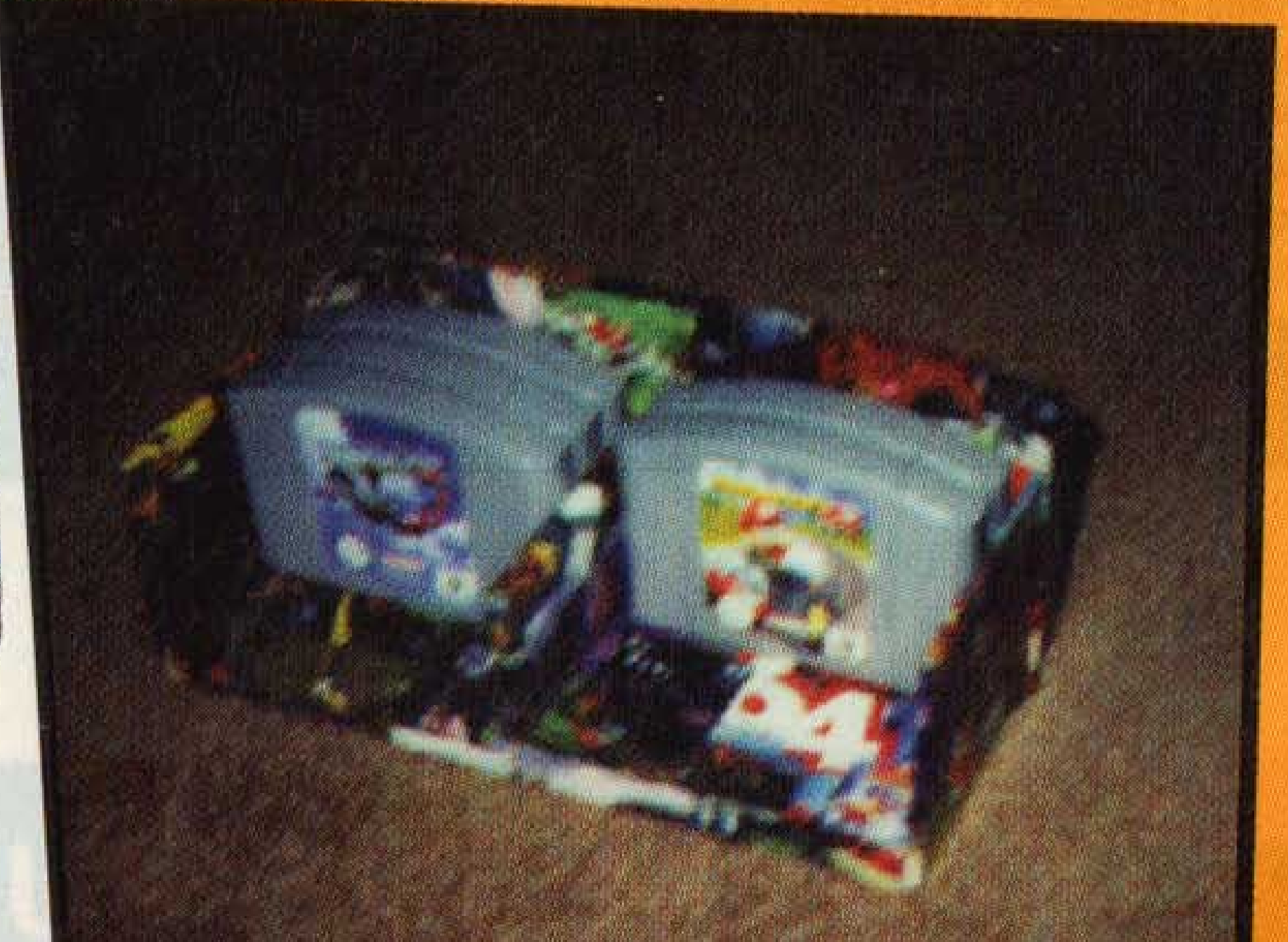

*1. It would have to be a pretty high-tech and expensive printer for screen-shots to look any good. How about a cheap, cash-register-style printer that kept a record of your high-scores?*
*2. The Virtual Boy, in other words. And look how well that did.*
*3. Er…*
*4. Like the sort of thing you see in Innovations catalogues, except N64-compatible? It could just work, but we'd need something a bit better than The Glory of St Andrews to use it with.* **Ed**

**Got an idea? Send it to:** ***Invention Corner,*** **N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.**

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N64 MAGAZINE

# DIRECTORY

**The complete guide to every game we've ever reviewed in N64 Magazine.**

## How it works

**The game's name**

**Its publisher**

**If it's an import, whether it's a US or Japanese one**

**A summary of our review**

**The best tip or cheat, and any issues that we've done guides**

### (GENERAL LAUGHTER) 64

**Interview Software** | **UK release:** Summer 1998 | **£75** | N64 6 ● 1.5% ● FO

If you're feeling down, this is the game to raise your spirits. Interacting with as many unimportant people as possible, the idea of the game is to bore the pants off your opponent as quickly and effectively as possible. Choose between hugely varied conversation such as "Phwoar!" and "Phwoar, eh?" in an effort to create a stunningly pointless set of circumstances. (General laughter) Ha, ha, my kind of guy! Ha, ha. (More laughter) Ha, ha...

- To get past the Rubbish Writer's questions, simply say: "Pamela Anderson! *Niiiiiiice*, eh?"
- On Level Far Too Long, remember to laugh in a completely general fashion! (General laughter)

**The reviewer's initials (see below)**

**Score**

**The issue we reviewed it in**

**How much it costs**

**N64 reviewers**

**JA** = James Ashton
**MH** = Marcus Hawkins
**WO** = Wil Overton
**JS** = Jon Smith
**JD** = Jonathan Davies
**TW** = Tim Weaver
**ZN** = Zy Nicholson
**JN** = Jonathan Nash

# UK Games DIRECTORY

## INT. SUPERSTAR SOCCER 64

**Konami** | **£60** | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

## BLAST CORPS

**Nintendo** | **£60** | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the Blast Corps – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However it's lifespan problems (mission repetiton is never ideal) mean that your love affiar with the game may be disappointingly short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *BC* guide in **N64**/7

## KILLER INSTINCT GOLD

**Nintendo/Rare** | **£55** | N64 3 ● 62% ● MH

*Killer Instinct* might have been a big deal a couple of years ago, but even an arcade-prefect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

## FIFA 64

**Electronic Arts** | **£60** | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

## MARIO KART 64

**Nintendo** | **£60** | N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multi-player modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

## MORTAL KOMBAT TRILOGY

**GT** £60 | **N64** 1 ● 34% ● TW

WINS: 01
AGGRESSOR

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

## SUPER MARIO 64

N64 STAR GAME

**Nintendo** £60 | **N64** 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4.

## NBA HANGTIME

**GT** | **N64** 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

## TUROK: DINOSAUR HUNTER

N64 STAR GAME

**Acclaim** £70 | **N64** 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

● At the edge of a platform the screen will dip. Jump here to gain maximum distance.
● Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

## PILOTWINGS 64

N64 STAR GAME

**Nintendo** £50 | **N64** 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

## WAVE RACE 64

N64 STAR GAME

**Nintendo** £55 | **N64** 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilites. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

● To achieve the Helicopter stunt and 1700 points, when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

## SHADOWS OF THE EMPIRE

N64 STAR GAME

**Nintendo** £55 | **N64** 1 ● 78% ● JA

Let's get out of here!
Reactor Core

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

## WAYNE GRETZKY'S 3D HOCKEY

**GT** | **N64** 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.

● Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

# Import Games DIRECTORY

## CRUIS'N USA

**Midway** | UK release: TBA | **N64** 1 ● 34% ● JD

Undoubtedly, an accurate conversion of the coin-op. But that, while worth popping the occasional 50p into, is hardly Earth-shattering stuff. Racing across the USA isn't all that tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics, while functional, use only a fraction of the N64's power. Get *Multi Racing Championship* instead.

● At the track selection screen and hold down Left C, Bottom C and L for Golden Gate Park, top C, right C and L for Indiana, or Right C, Bottom C and L for San Francisco.

GO! GO!

## DARK RIFT

**Vic Tokai** | **UK release:** TBA | **N64** 5 ● 72% ● ZN

Too dark for its own good, that's *Dark Rift*. Even when you have fiddled around with the Brightness and Contrast controls on your TV – so that you can actually see what's going on – your resultant picture will be a grave disappointment. It's a beat-'em-up, basically, and while it's more accomplished than *War Gods* and *Killer Instinct*, there's just nothing new here to excite even the most ebullient of fight fans.

● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom C, Top C. ● Full cheats in Tips Extra **N64**/6

## DOOM 64

**GT Interactive** | **UK release:** September | **N64** 3 ● 80% ● JA

*Doom* gets a complete overhaul for its N64 outing. That means all-new levels, textures and a brand new rendered look for the monsters. The game's tough enough to last in its one-player only state and the only real let-down is the animation on the monsters. *Turok's* a better game (with its running, jumping and swimming), but *Doom 64* is still definitely worth a look.

● At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3

## DORAEMON

**Epoch** | **UK release:** Unlikely | **N64** 2 ● 60% ● TW

Just as its predecessors tried and failed to turn *Mario* into a blue atomic cat, so too does the latest *Doraemon* game try to bring a touch of feline magic to a *Mario 64*-like universe. Sadly, things turn out to be slightly linear, slightly confusing and all-too-tedious. Perhaps it's more suited to your younger brother or sister.

● Once you've beaten the missile in the car chase, race him again and beat him for a secret prize. Do it again and you'll win yourself a green crystal.

## THE GLORY OF ST ANDREWS

**Seta** | **UK release:** Unlikely | **N64** 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine – which induces a quite overwhelming sense of 16-bit déjà vû – along with an only partially successful use of the analogue stick as a virtual club, adds up to an experience as ugly to watch as it is to play. A hugely disappointing golfing debut.

● Use the Player Configuration screen to customise your player's clubs for the course you're about to play.

## GO GO!! TROUBLEMAKERS

**N64 STAR GAME**

**Enix** | **UK release:** TBA | **N64** 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated. There are bundles of levels and a degree of imagination and innovation that companies like Midway can surely only dream of. It's not going to impress anyone with its graphical prowess, but sometimes that kind of thing can take second place to the game itself.

● No cheats are available for *Go Go!! Troublemakers*
● Expect a complete solution to the game when it's released in the UK as *Mischief Makers*.

## HEXEN

**Midway** | **UK release:** Autumn | **N64** 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

## HUMAN GRAND PRIX

**Human** | **UK release:** Winter 1997 | **N64** 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1* – inexcusable, really, when you consider the extra power available to its programmers – *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills, with beautiful handling and a plethora of options. Shame about the horrendous pop-up, though.

● For optimum cornering, don't use the brake, just stab at the accelerator.
● For an example of a course layout, read our review in **N64**/2.

## J-LEAGUE PERFECT STRIKER

**N64 STAR GAME**

**Konami** | **UK release:** Now (as *ISS64*) | **N64** 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals. *Perfect Striker* is as close to The Beautiful Game as any computer rendition has ever come. It has since become *ISS64* for its UK release. Goal Lazo, as some would no doubt say.

● Learn how to use the 'kick-ahead-and-run' button (Bottom C) both for attacking and catching opposing players.

## KING OF PRO BASEBALL

**Imagineer** | **UK release:** Unlikely | **N64** 1 ● 68% ● TW

The players are super-deformed and cute, which initially proves tremendously entertaining. If you can fathom the copious Japanese menus, that is. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

● Learn to use the C buttons to run your players between bases. Against human opposition, it's quite easy to steal bases by running on a strike or a ball.

## MAH JONG 64

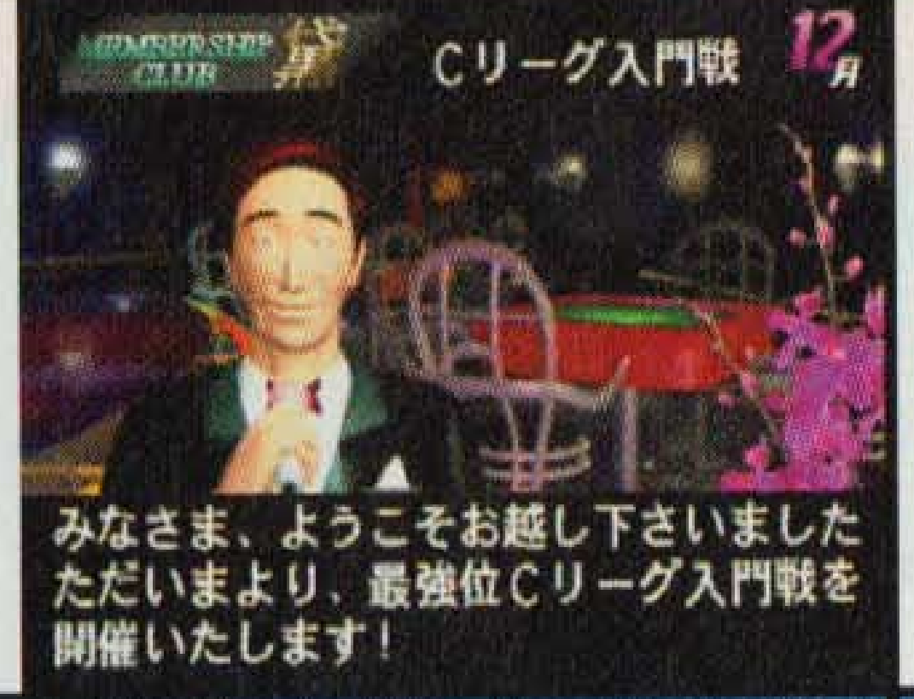
**Koei** | **UK release:** Never | **N64** 3 ● 65% ● JD

Built around an imaginary mah jong university, *Mah Jong 64* is more of a beginner's guide to the game than previous efforts. Unfortunately, with its heavy reliance on Japanese text, unless you're already fairly profecient with the ancient Japanese tile game you'll be completely lost with this. And even if you do know how to play, is this kind of thing really what you want to be doing with you N64? Well, is it?

● If you need one tile to go out and another player makes a melded four by drawing that tile, adding it to a previously melded triplet, you may 'rob a kong' and thus go out.

## MAH JONG MASTER

**Konami** | UK release: Unlikely | N64 1 ● 69% ● WO



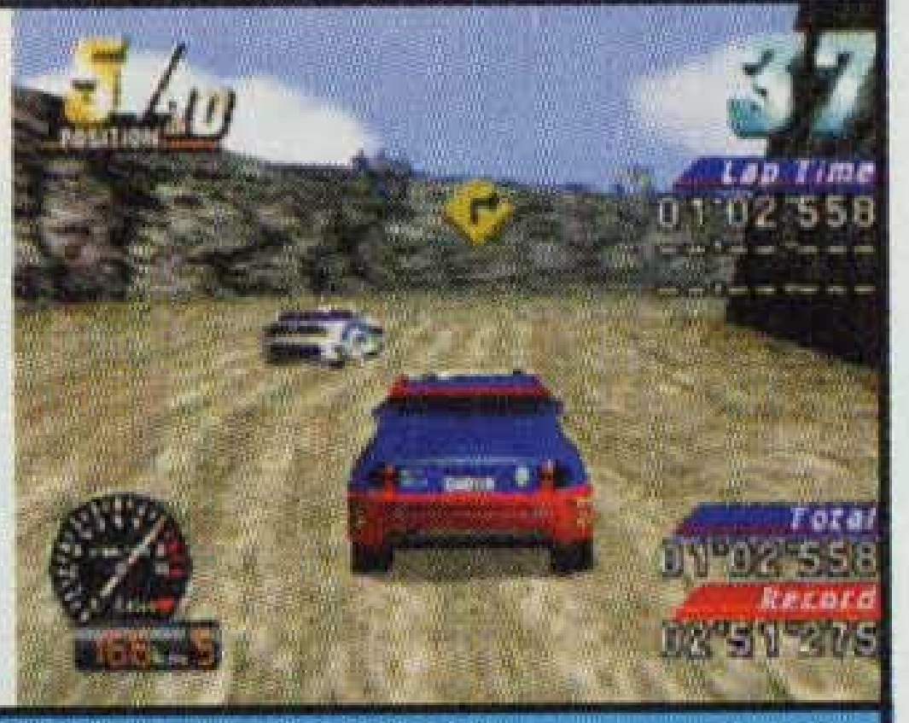
みなさま、ようこそお越し下さいました ただいまより、最強位Cリーグ入門戦を開催いたします！

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. If you have, though, it's a jolly good rendition, with a selection of computer personalities to play against and some weird Japlish intro screens.

- ● If you have a melded triplet, says Wil, and draw the fourth from the wall, you may declare 'kong' and add it to your triplet to make a melded four.

## MULTI RACING CHAMPIONSHIP

**Imagineer** | UK release: September | N64 5 ● 81% ● JA

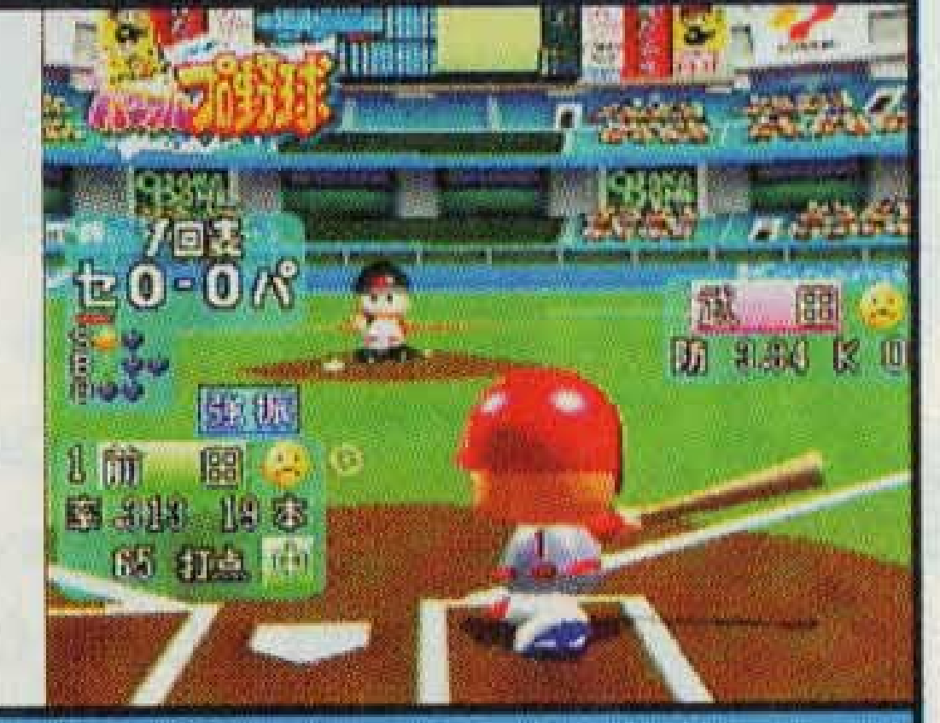


A case of nearly but not quite for Imagineer, whose *Multi Racing Championship* is the first proper N64 driving game. The steering mechanics make full use of the analogue stick, the three tracks are well designed and the on and off-road sections feel challengingly different to drive. However, with its lack of graphical polish and the disappointing ease of its competitions, *MRC* doesn't make the leap from Good to Excellent.

- ● No cheats yet available for *Multi Racing*.
- ● Course maps and guide in the review, **N64**/5.

## POWER PRO BASEBALL 4

**Konami** | UK release: Unlikely | N64 3 ● 54% ● TW



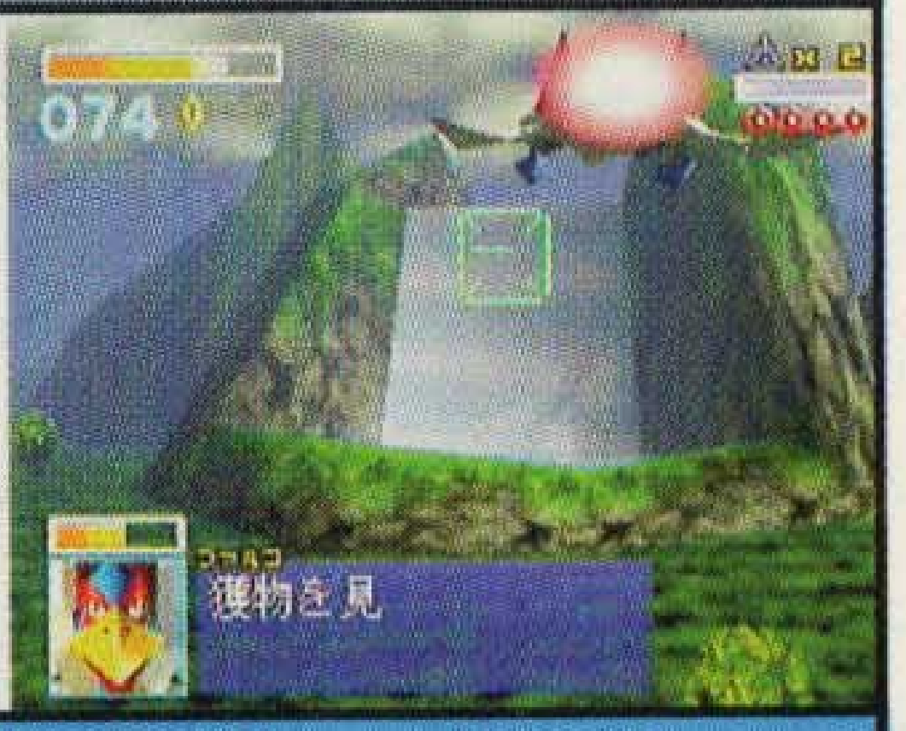
No, we haven't forgotten the '6'. *PPB4* is the fourth in Konami's series of baseball games which started on the SNES years ago. Despite the fact that the game went ballistic in Japan, we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*. The players are similarly 'fat', but the picture-in-picture system doesn't work that well and the game is criminally difficult against the CPU.

- ● See **N64**/3 for tips on understanding Japanese game menus.

## STARFOX 64

N64 STAR GAME

**Nintendo** | UK release: September | N64 3 ● 94% ● JD

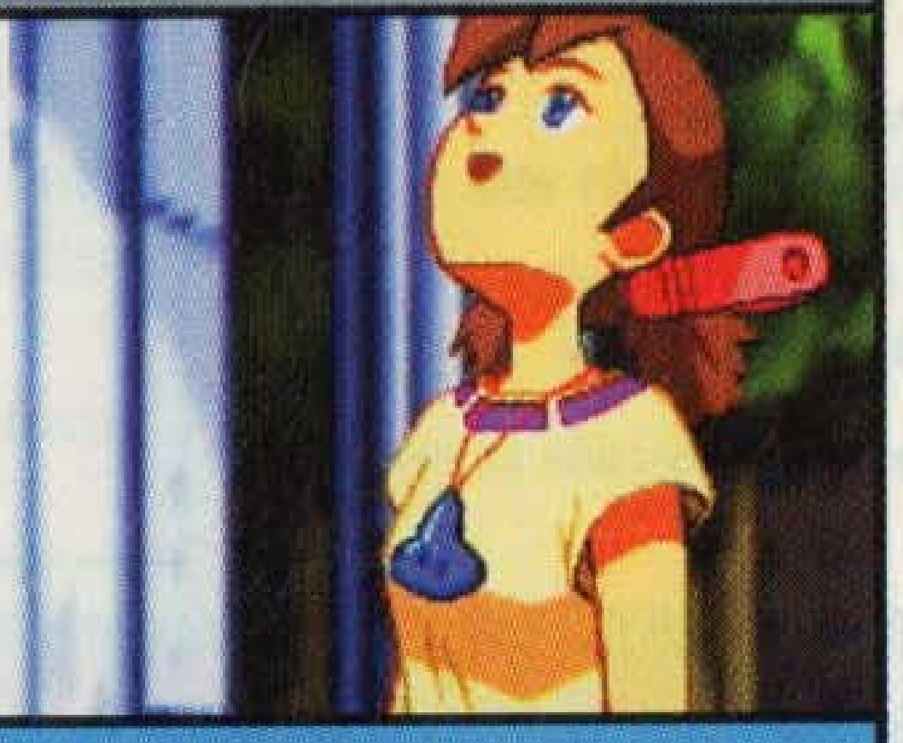


Lock up Shigeru Miyamoto, a rabbit, a team of Nintendo's finest programmers, a fox, a toad, a small star system and a falcon in a room for twelve months and *Star Fox 64* is the result. It's the shoot-'em-up the N64 has been waiting for, pushing the machine to new limits of technical sophistication and being immeasurably good fun into the bargain.

- ● Complete the game and at the title screen hold B and move the Analogue stick. Our heroes' heads will follow the wandering '64'. ● More cheats in Tips Extra, **N64**/4

## WONDER PROJECT J2

**Enix** | UK release: Unlikely | N64 1 ● 55% ● WO

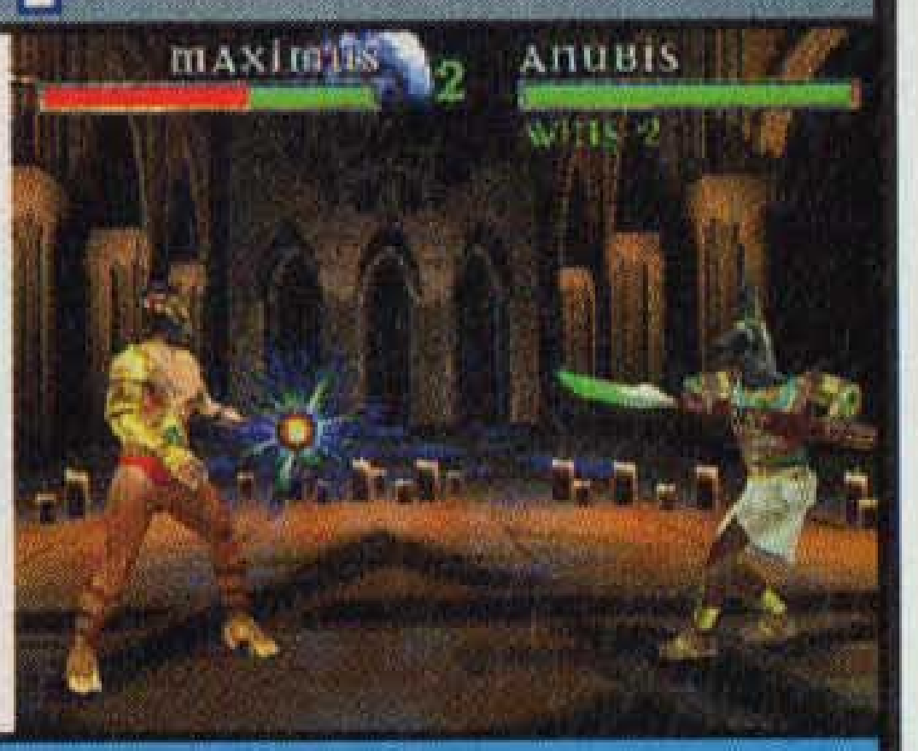


You'll have to be either Japanese-speaking or very 'special' to be able to get to grips with this weird adventure. And when you do, it's not all that great. You've got to guide a robotic girl through various 'life' situations with the overall aim of helping her realise her dream of becoming a real person. Which is, you know, nice.

- ● If Josette flies into a temper and won't co-operate, try winning her back with a 3D pudding. (Er, according to Wil.)

## WAR GODS

**Midway** | UK release: Before Christmas | N64 4 ● 46% ● JA



Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. Picture, if you will, 12 fatally-clichéd characters, a distinct lack of moves, a shocking lack of innovation, and a comedy voice-over by the incredible bass man, and you'll have a fair impression of the overall under-achievement that is War Gods. For beat-'em-up junkies only.

- ● For a full cheat menu, at the title screen (before 'Start' appears) quickly tap Right, Right, Right, B, B, A and A. "Too easy" should be the game's reply. The cheat menu is in 'Options'.

## NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

### N64 SITES

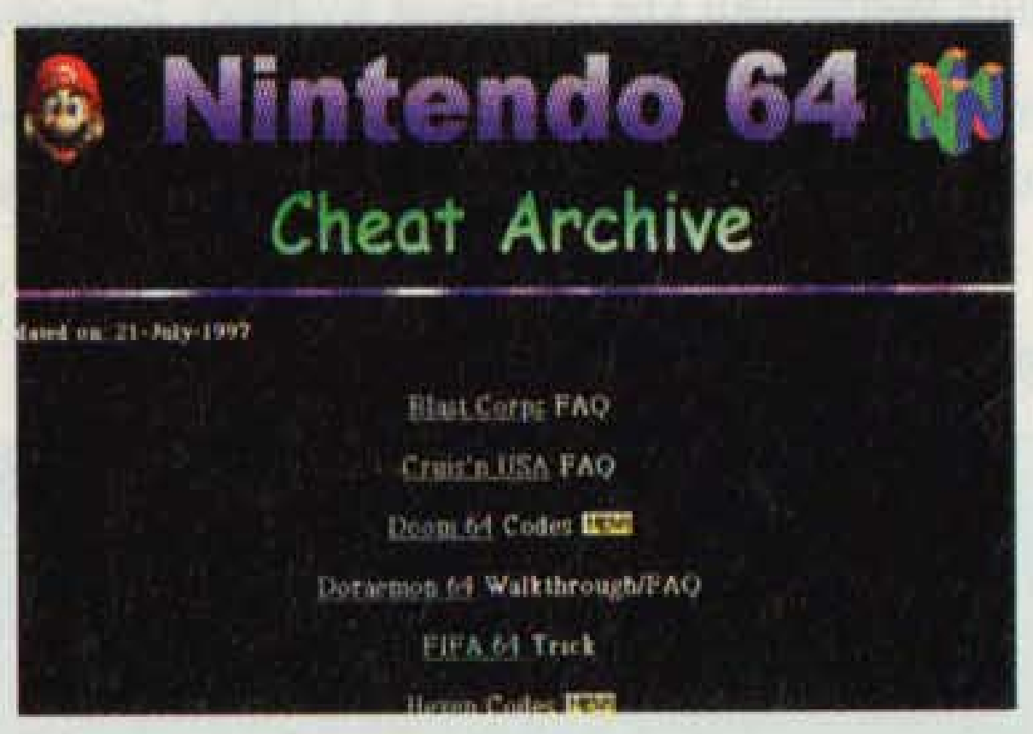
| | |
|---|---|
| **Die Hard Game Fan** | www.gamefan.com/ |
| **Game Japan** | www.rcp.co.jp/recca/ |
| **N64.com** | www.n64.com/ |
| **Nintendo 64 Headquarters** | www.n64hq.com/ |
| **Nintendo Australia** | www.nintendo.com.au/ |
| **Nintendo Japan** | www.nintendo.co.jp/ |
| **Nintendo USA** | www.nintendo.com/ |
| **Nintendojo** | members.aol.com/peers2/ |

### SOFTWARE COMPANY SITES AND NUMBERS

| | |
|---|---|
| **Acclaim** | (0171) 344 5000 |
| Japan | www.acclaim-jp.com/ |
| US | www.acclaimnation.com/ |
| **Activision** | (0181) 7429400<br>www.activision.com/ |
| **Argonaut** | www.argonaut.com/ |
| **ASCII** | www.asciient.com/ |
| **Atari Games** | www.atarigames.com/ |
| **Athena** | www.sega.co.jp/gamesoft/athena |
| **Atlus** | www.atlus.com/ |
| **Blizzard** | www.blizzard.com/ |
| **BMG** | (0171) 973 0011<br>www.bmg.com/ |
| **Boss** | www.bossgame.com/ |
| **Bottom Up** | www.ifnet.or.jp/ |
| **Capcom** Japan | www.capcom.co.jp/ |
| US | www.capcoment.com/ |
| **Crystal Dynamics** | www.crystald.com/ |
| **Data East** | www.dataeast.com/ |
| **DMA Design** | www.dma.co.uk/ |
| **Eidos** | (0181) 636 3000<br>www.eidosinteractive.com/ |
| **Electronic Arts** | (01753) 549442<br>www.ea.com/ |
| **Enix** | www.marinet.or.jp/com/enix/ |
| **Epic Megagames** | www.epicgames.com/ |
| **Epoch** | www.fjt.co.jp/ |
| **Gametek** | (01753) 854444<br>www.gametek.com/ |
| **Graphics School** | http://204.174.42.103 |
| **Gremlin** | (01142) 753423<br>www.gremlin.co.uk |
| **GT** | (0171) 258 3791<br>www.gtinteractive.com/ |
| **GTE** | www.im.gte.com/ |
| **Hudsonsoft** | www.hudson.co.jp/ |
| **Human** | www.human.co.jp/ |
| **Imagineer** | www.imagineer.co.jp/ |
| **Infogrames** | (0171) 738 8199 |
| **Interplay** | (01628) 423666<br>www.interplay.com/ |
| **Japan System Supply** | www.titan.co.jp/jss/ |
| **JVC** | (0171) 240 3121 |
| **Koei** | www.koei.co.jp/ |
| **Konami** | (01895) 585 3000 |
| Japan | www.konami.co.jp/ |
| US | www.konami.com |
| **LucasArts** | www.lucasarts.com/ |
| **MicroProse** | www.microprose.com/ |
| **Midway** | www.midway.com/ |
| **Mindscape** | www.mindscape.com/ |
| **Namco** Japan | www.namco.co.jp/pacland/ |
| US | www.namco.com/ |
| **Ocean** | (0161) 832 6633<br>odon.com/ocean |
| **Paradigm** | www.paradigmsim.com |
| **Psygnosis** | (0151) 282 3000<br>www.pysgnosis.com/ |
| **Rambus** | www.reambus.com/ |
| **Seta** | www.seta.co.jp/ |
| **Shiny** | www.shiny.com/ |
| **Squaresoft** | www.spin.ad.jp/square/ |
| **THE Games** | (01703) 653377 |
| **THQ** | (01372) 745 222<br>www.thq.com |
| **Titus** | www.titusgames.com/ |
| **Ubi Soft** | (0181) 941 4004<br>www.ubisoft.com/ |
| **Vic Tokai** | www.victokai.com/ |
| **Video System** | www.dreamsquare.co.jp/ |
| **Williams** | www.williamsentertainment.com/ |

## Web site of the month

**Nintendo 64 Cheat Archive** **http://194.151.8.68/users/magic/n64.com**



Dated on: 21-July-1997

Blast Corps FAQ
Cruis'n USA FAQ
Doom 64 Codes
Doraemon 64 Walkthrough/FAQ
FIFA 64 Trick
Hexen Codes

If you've missed some issues of **N64** Magazine, then you might be short of a few cheats. If so, N64 Cheat Archive is by far the best resource on the Net. Rather than wasting your browser time with fancy graphics and rendered link buttons, the cheat archive presents its comprehensive tips listings as easily read-able, easily printable text pages. It's updated quickly and there are some authoritative walk-throughs too.

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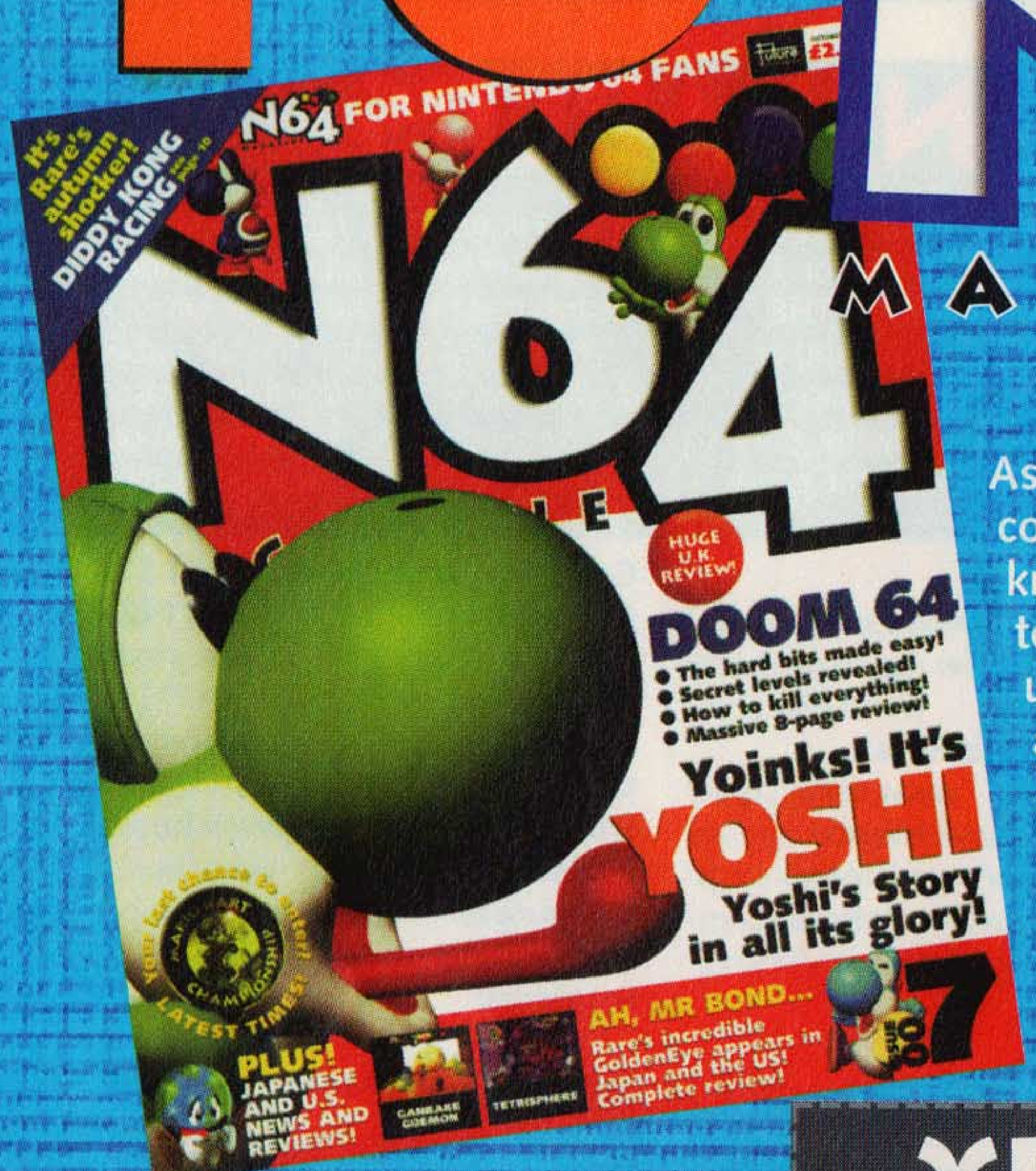
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As you'll have realised by now, **N64** Magazine contains everything you could possibly want to know about Nintendo 64 gaming. And it's going to stay that way, packed every month with an unimaginable amount of information and advice about N64 games. Basically, if you've got a Nintendo 64, or you're tempted to get one, you can't afford to miss an issue of **N64** Magazine. So subscribe, save 33%, and secure a copy of every issue. You'll regret it if you don't.

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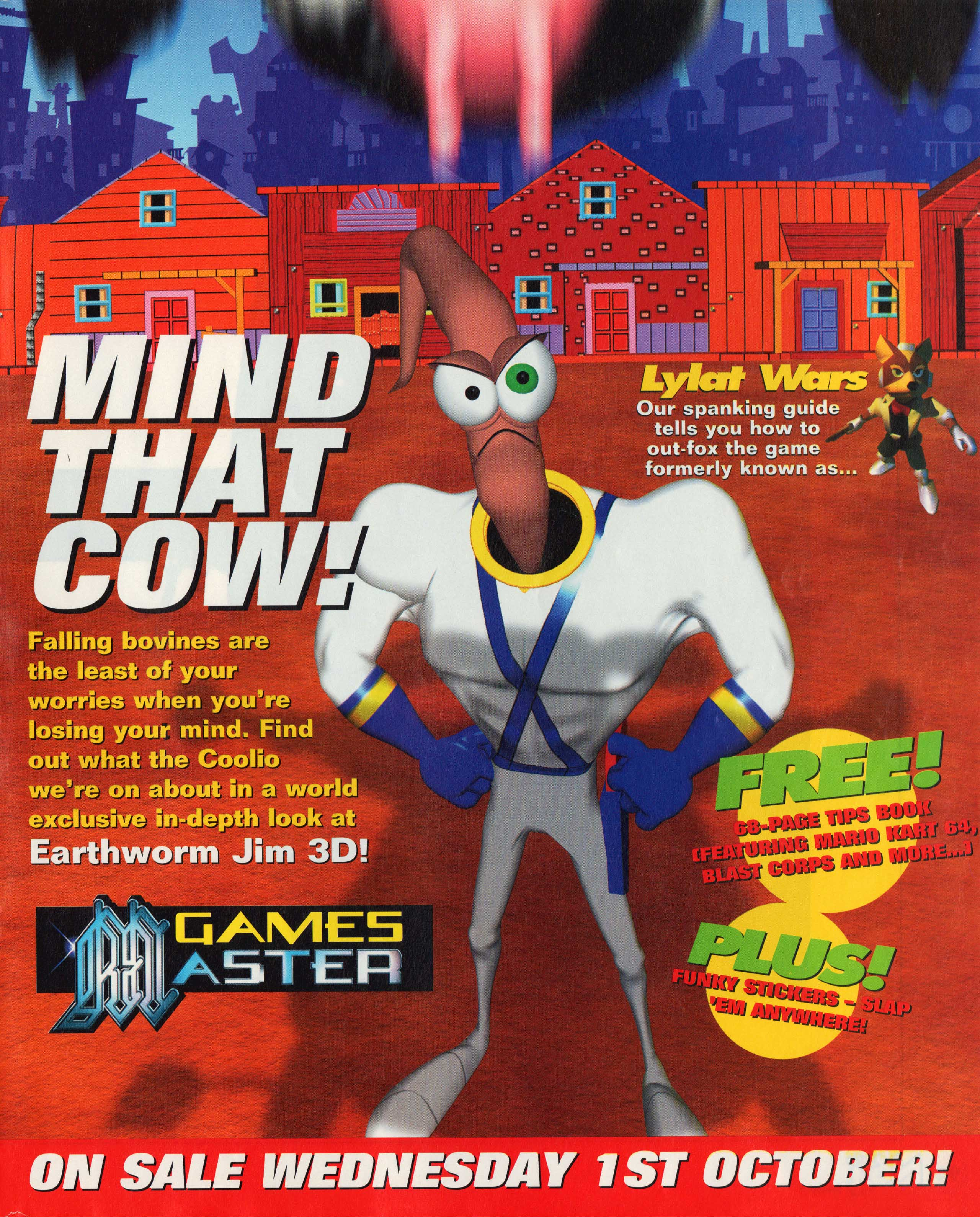

# MIND THAT COW!

Falling bovines are the least of your worries when you're losing your mind. Find out what the Coolio we're on about in a world exclusive in-depth look at **Earthworm Jim 3D!**

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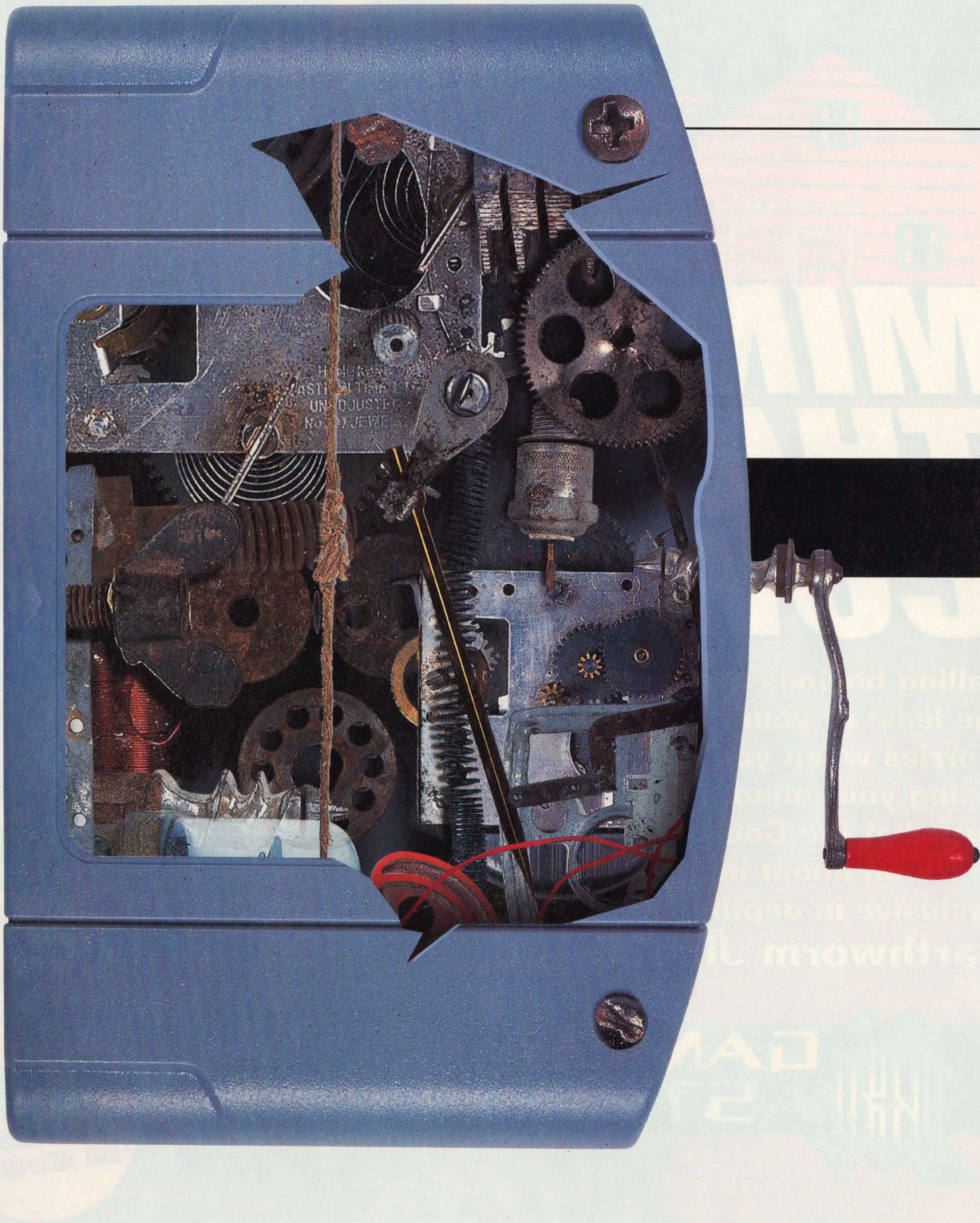


# SO, HOW DO GAMES ACTUALLY WORK?

**Now there's a question. Luckily, N64 *Magazine* isn't afraid of hard work, and we set about discovering just what makes N64 games tick.**

### by Tim Norris

**When you impatiently stuff a cartridge into the slot on the top of your Nintendo 64 and gape at the marvels of the latest generation of video games as they explode onto your telly screen, have you ever wondered, even briefly, how it all got in there? All that sound, all those colours, all those pretty pictures moving around really fast, all those levels, all that, er, 'game'. Obviously it's got something to do with computers, hasn't it?**

Much has been made over the last few months, not least by this fine magazine, about the wonders of the N64. It's a Silicon Graphics machine in a little box, they say. The CPU is a 64-bit RISC processor running at 93.75 MHz with another 64-bit RISC processor (the Reality Co-Processor) running at 62.5 MHz just to handle the graphics. It can 'do' anti-aliasing. It can 'do' mip-mapping. It can 'do' astonishingly clever things with digital sound.

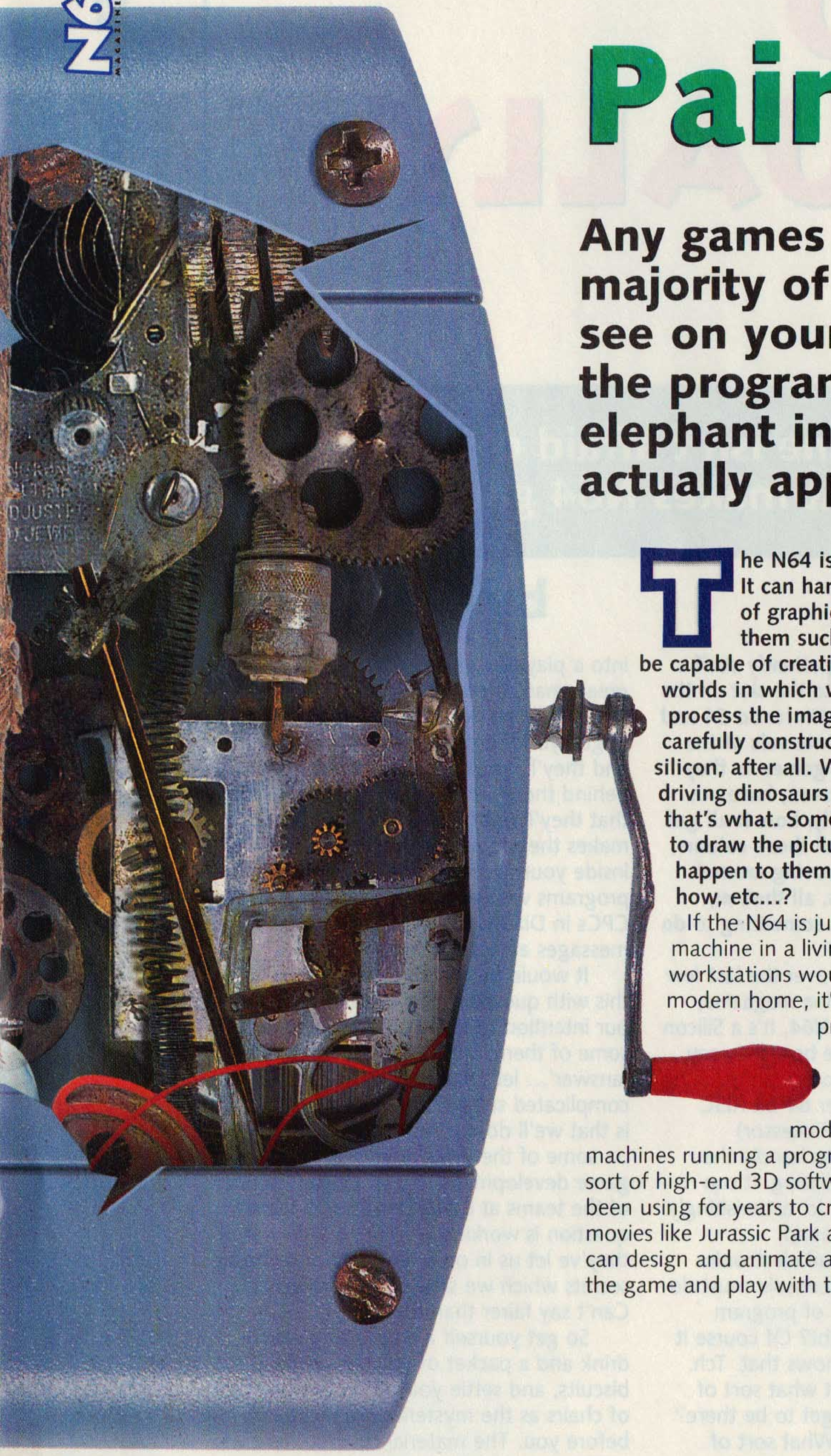
And all that complicated electronics inside your saucy-looking console must do something with some sort of program stored in the cartridge, right? Of course it does, you say. Any fool knows that. Tch.

Well, yes, all right, but what sort of program is it? How did it get to be there? How was it 'developed'? What sort of arcane electronic jiggery-pokery was performed upon the ideas of the game's designers to turn their frantic gibberings into a playable game? ("Yeah, it'll be great, man, there'll be these, you know, like alien killer death monsters on these huge hybrid motorbike-hovercraft things and they'll, you know, burst out from behind these weird concrete trees, except that they'll not be trees but...") What makes the program contained on the chips inside your cartridge any different from the programs we used to tap into the Amstrad CPCs in Dixons in the 1980s to print rude messages across the screen? Eh? EH?

It would be foolish to begin a piece like this with questions like that if it were not our intention to try to answer them. Or some of them, anyway. Well, when we say 'answer'... let's not get carried away. It's a complicated subject and all we can promise is that we'll do our best to shed some light on some of the more interesting aspects of game development. We've spoken to one of the teams at DMA Design (the team in question is working on *Silicon Valley*) and they've let us in on a few of their technical secrets which we shall share with you. Can't say fairer than that.

So get yourself a comforting warm drink and a packet of your favourite biscuits, and settle yourself in the comfiest of chairs as the mysteries are laid bare before you. The material covered here will NOT appear in the exam, but there may be a test later in the week.

GO! GO! ▷



# Painting pictures

**Any games console, the N64 included, spends the majority of its time constructing the graphics you see on your TV screen. So what goes on in between the programmers deciding there'll be a green elephant in their game, and a green elephant actually appearing in your living room?**

**The N64 is capable of many visual marvels. It can handle a sufficiently large number of graphical objects and perform upon them such an abundance of effects as to be capable of creating extremely realistic virtual worlds in which we can play. But although it can process the images, it can't create them. It's just a carefully constructed lump of plastic metal and silicon, after all. What does it know about go-kart-driving dinosaurs or Italian plumbers? Nothing, that's what. Someone or, rather, some many, have to draw the pictures and work out what should happen to them as the game progresses. But how, etc...?**

If the N64 is just a scaled down Silicon Graphics machine in a living room-friendly box (the new SG workstations wouldn't look out of place in a modern home, it's true, but they're still a bit pricey) it would make sense to design the graphics on a Silicon Graphics machine. So they do.

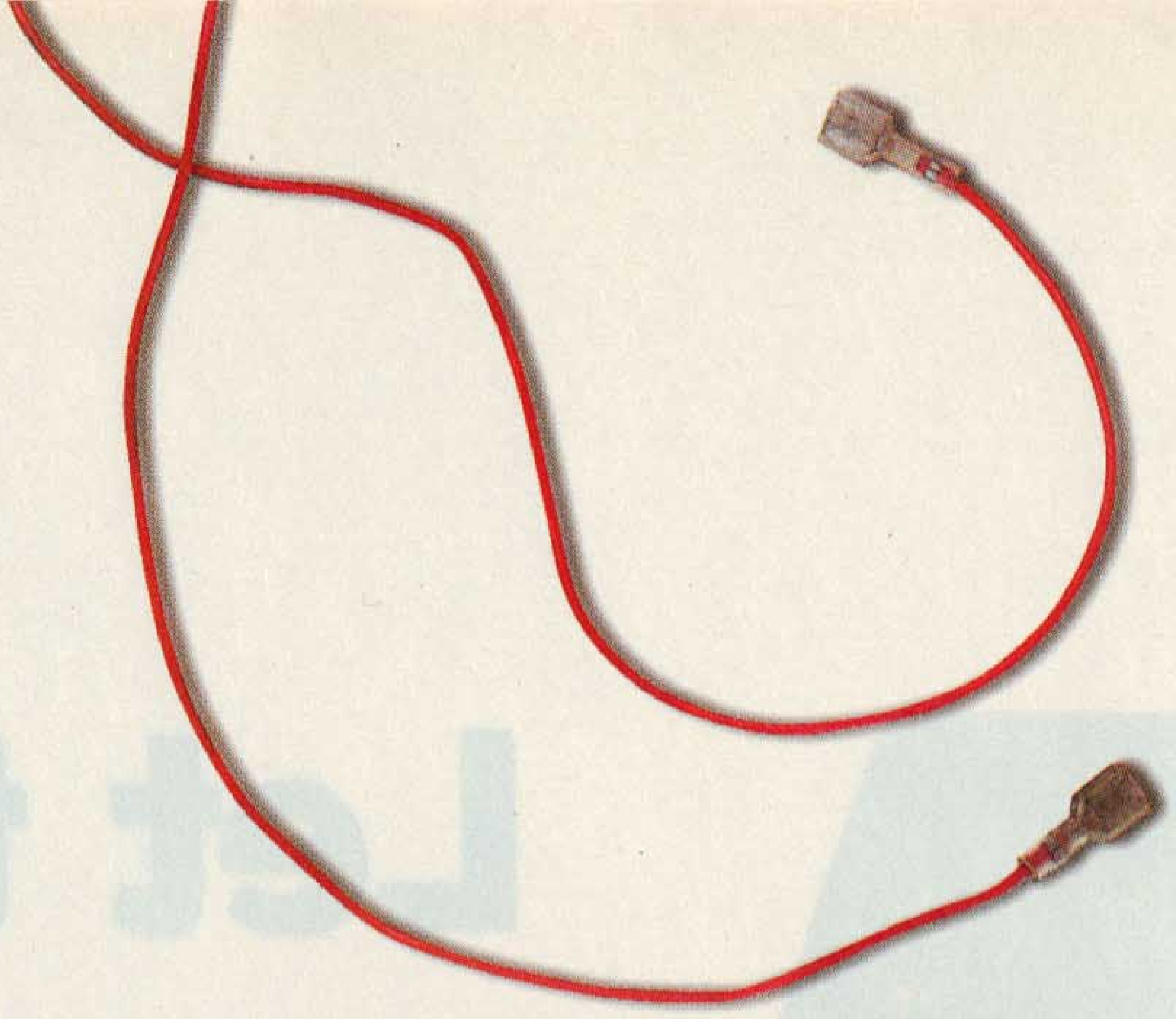
For the 3D polygon modelling, the DMA designers use SG machines running a program called Alias. It is, they say, the sort of high-end 3D software that the film industry has been using for years to create the special effects seen in movies like Jurassic Park and The Mask. Using this kit they can design and animate all the characters and objects in the game and play with them to their hearts' content.

Sooner or later they'll want to see what they look like on an N64, though, and again that's where the link with SG comes in handy. The Silicon Graphics machines are all equipped with N64 emulators so that the graphics can be quickly converted to a format the N64 understands, loaded up and seen on-screen exactly as they'd appear on your console. If the designers aren't happy with the results they can be re-jigged straight away – they don't have to wait for early test versions of the game to see if the graphics work, they just check everything as they go.

Even in these days of hyper-realistic 3D, there's still room for good old fashioned computerised painting. Manipulating images pixel by pixel to create bit-mapped images has a place in the world of the N64 just as it did on the Spectrum, and more conventional software like Adobe Photoshop (which Wil uses here on **N64** Magazine to draw his strange pictures) and Dpaint is pressed into service at DMA to create bit-mapped graphics for textures and the like.

Finally, the developers have their own game editing software which has a built-in polygon editor "for messing with landscapes" (see the section headed 'Building worlds').

When everything has been modelled, drawn, shaped and heartily mucked about with, the images are converted into the correct graphical formats for the game, given names that make sense to the programmers (so the game can call them at the right moment) and, eventually, linked to the program code. And that's it.

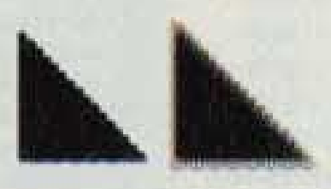


## Some of those special graphics features

**In the mistaken belief that it'll make us look clever, we've already bandied about phrases like 'mip-mapping' and 'anti-aliasing'. They sound mysterious and impressive, and help to make it appear that the N64 is capable of the 20th century equivalent of magic. Actually, it's all a bit more prosaic than you might imagine.**

### Anti-aliasing

Let's take, as an example, anti-aliasing. When blocks of contrasting colours overlap on a digital image, the jagged edges of the shapes can be disappointingly obvious. It's partly to do with the simple fact that the image is just made of a bunch of square-edged pixels, but there's a certain amount of strangeness where the frequencies of the analogue signals that the television or monitor uses interfere with each other as well. 'Aliasing', it's called.



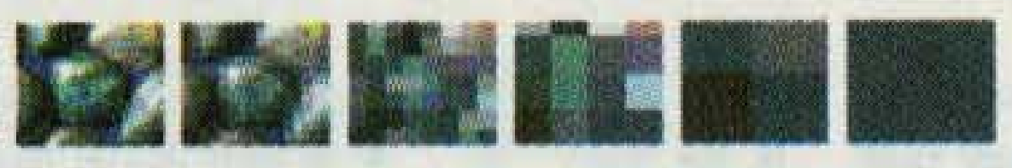
◁ *Nasty pixelation occurs on non-anti-aliased shapes. Look!*

The results aren't the sort of thing we modern users expect, so something has to be done, and to get rid of the aliasing they use, er, anti-aliasing. The edges of the shapes are blurred using a mathematical filter as the image is drawn on the screen and the results are much more pleasingly realistic than untreated images. Edges seem to blend and blur in a much more natural way.

Computer paint packages have been able to do this sort of thing for years, but the N64 is able to anti-alias images as it displays them, so moving bit-maps and polygons never suffer from unsightly jagged edges.

### Mip-mapping

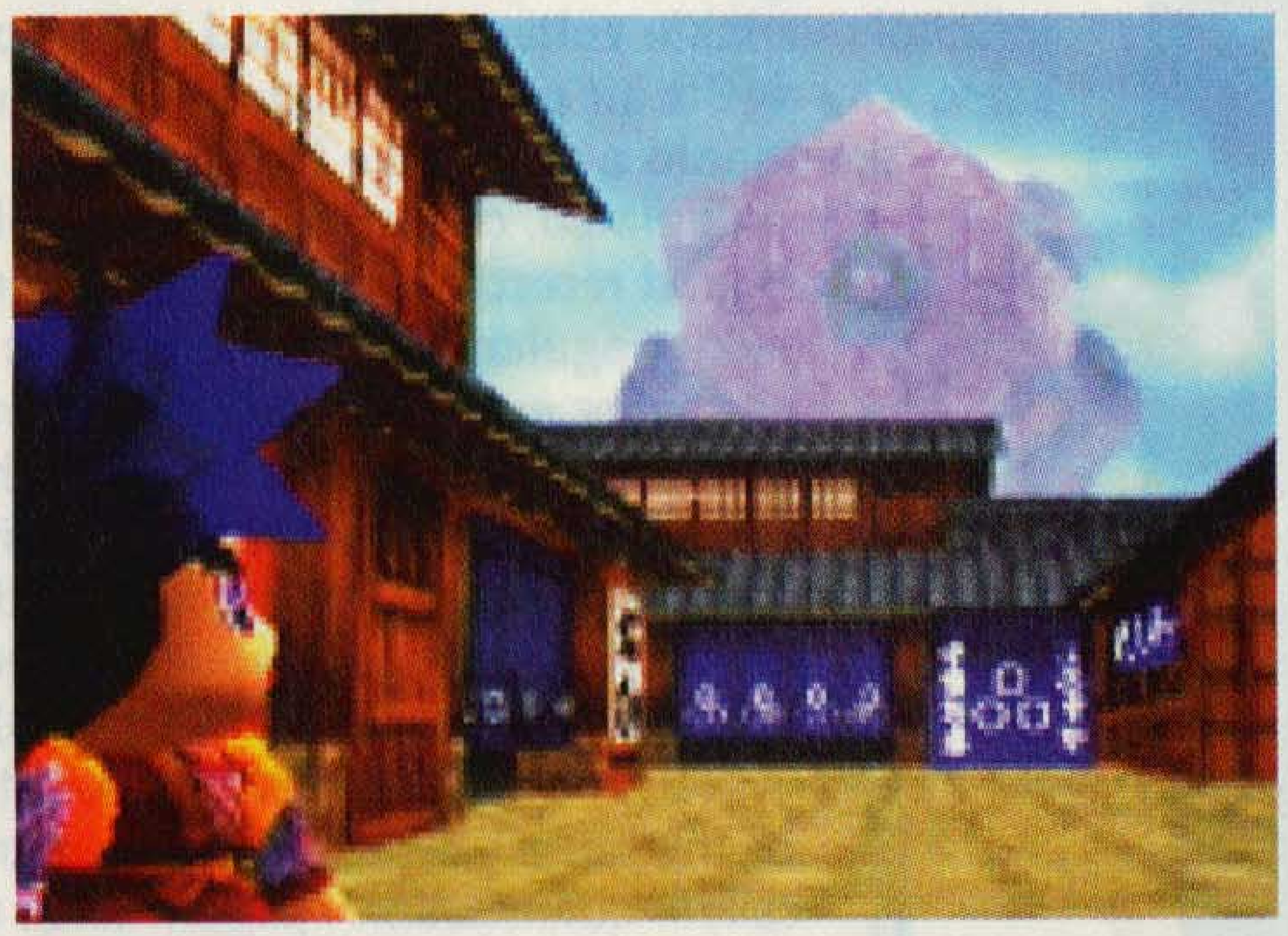
And mip-mapping, what's that? If you've been reading since issue 1 you might remember that mip stands for 'multi in partem', which is your actual Latin and probably means something like "in many parts" but don't quote us. (Latin O level was a long time ago – so long, in fact, that it was an and O level not a GCSE.) The full name of the technique is 'tri-linear mip map interpolation', and it's used to change the level of detail on distant textures, again to keep things looking more real (or less unreal, anyway).



△ *The more you 'zoom in' on a texture, the more blocky it becomes.*

Ask any Sesame Street viewer and they'll tell you that as objects get further away they appear to get smaller.

Scaling images is no problem for a modern computer, and it can be done very quickly, but you start to get problems when the textures are using contrasting colours and are scaled very small (in other words, when the object is supposed to be very far away or seen at a very shallow angle). When that happens you get 'moiré interference' – that ripply effect you sometimes get on telly when someone's wearing something with very fine stripes. (The name comes from a watered design effect they use on silk and other fabrics, by the way.)



△ *Mip-mapping allows Goemon here to look clearly at things both close up and a long way away.*

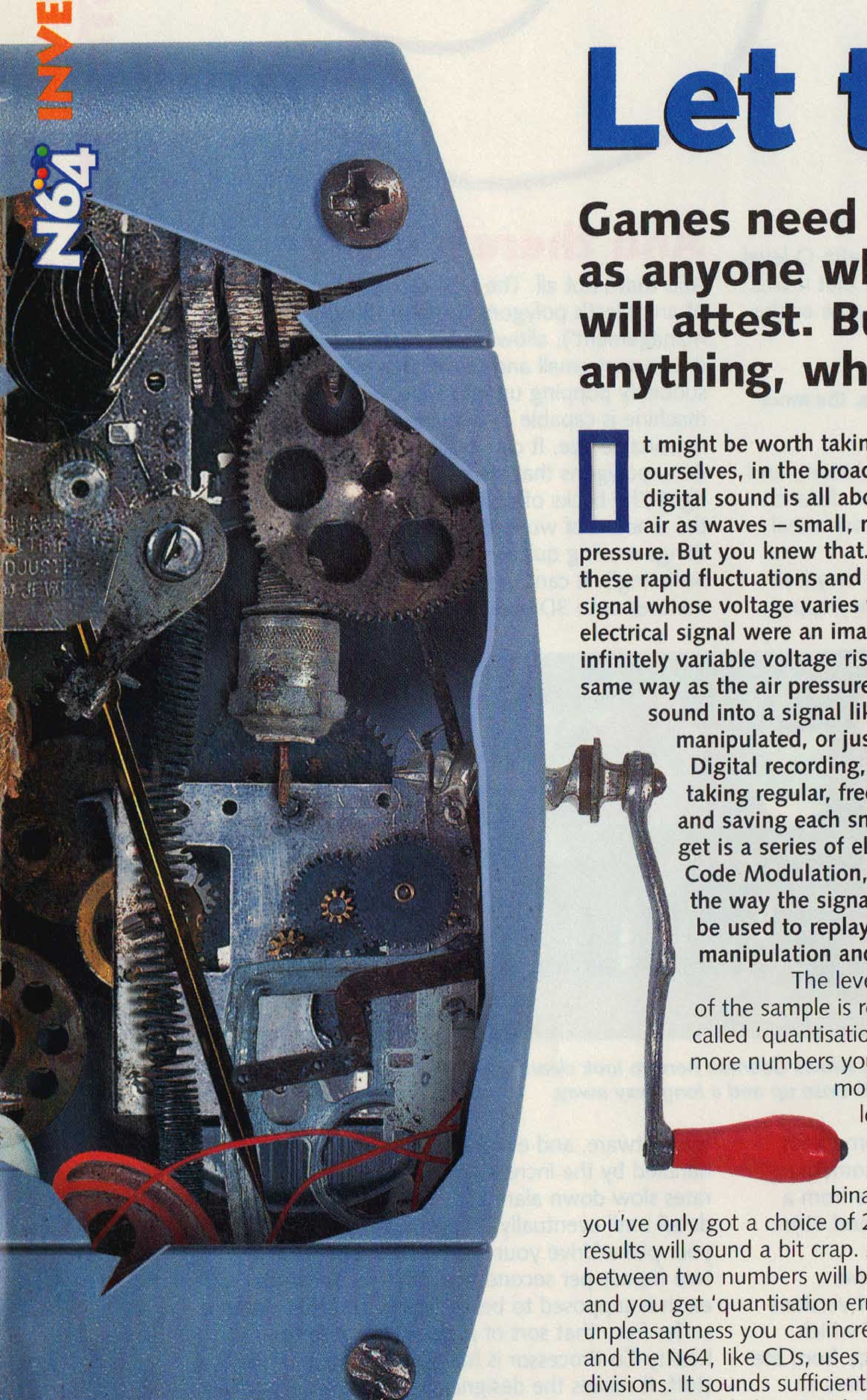
To avoid this problem, the N64 allows designers to store a number of different versions of each texture, and it decides for itself which version to be used based on the distance from the camera or the angle of view. The designers at DMA working on *Silicon Valley*, for instance, use a set of six versions of each texture at definitions of 32x32 pixels, 16x16, 8x8… and so on to 1x1. They're designed, stored, and labelled, and the N64 just has to choose which one to use to give YOU the best possible effect.

## And there's more

And that's not all. The N64 can decide how many of an object's polygons to show ('load management'), allowing far-distant objects to be drawn very small and preventing them from suddenly popping up into view as soon as the machine is capable of drawing them at a reasonable size. It can decide not to bother to draw polygons that are out of the camera's line of sight (the backs of objects, for instance) to reduce the amount of work it has to do and so keep things moving quickly and smoothly ('depth buffering'). It can handle reflections, it can map textures onto 3D objects, it can do that Gouraud shading thing which can make flat polygons appear to be curved (doing away with all the tedious maths that would be needed to move curved surfaces around) and it can create fog.

None of that is exceptionally wonderful – people have been doing all that in PC games for ages. What's wonderful is that the N64 can handle all that for itself – it's built into the hardware. PC games can do all those things, but only in the software, and every little tiny effect has to be handled by the increasingly-knackered CPU. Frame rates slow down alarmingly as you pile on the detail until eventually it becomes impossible to fly your plane/drive your car/whatever because at two frames per second you can't see what on earth is supposed to be going on. The N64 doesn't suffer from that sort of problem because the Reality Co-Processor is handling all the graphics stuff. It makes the designers' work easier, too: they say to the programmers, "We want this object to move that way across the screen and then disappear into the background." And the programmers don't have to work out clever algorithms to do the job, they just tell the machine, "You heard them, do it like they said."

GO! GO!



# Let the music play

## Games need to assault your ears as well as your eyes, as anyone who's even been asked to turn down *Turok* will attest. But without a CD or a tape recorder or anything, where do N64 noises come from?

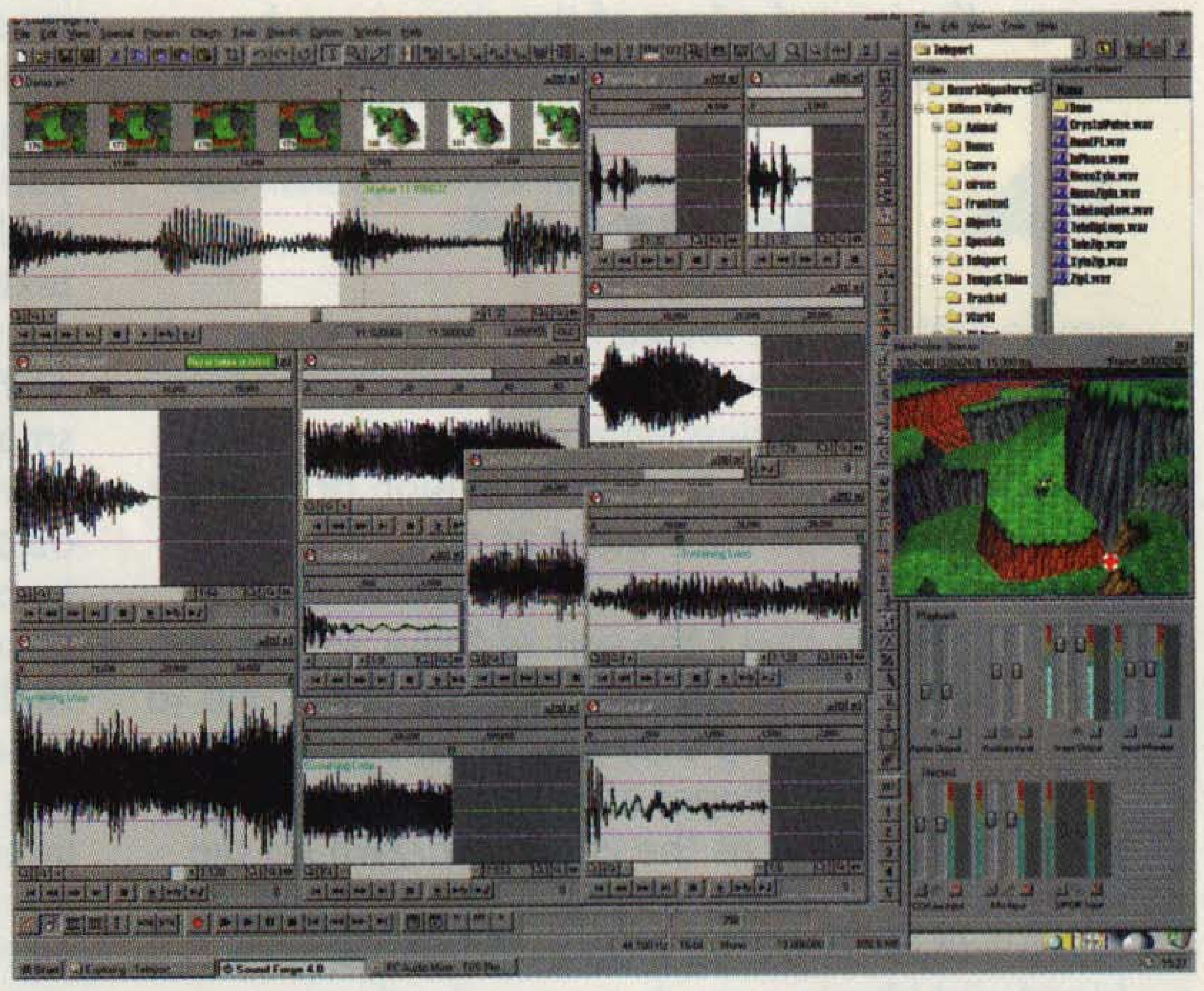
**It might be worth taking a few moments to remind ourselves, in the broadest possible terms, what digital sound is all about. Sound travels through the air as waves – small, rapid fluctuations in air pressure. But you knew that. Analogue recording captures these rapid fluctuations and turns them into an electrical signal whose voltage varies with time. It's as if the electrical signal were an image of the sound wave, with the infinitely variable voltage rising and falling over time in the same way as the air pressure. Once you've turned the sound into a signal like that it can be recorded, manipulated, or just re-directed to loudspeakers. Digital recording, on the other hand, involves taking regular, frequent snapshots of the signal and saving each snapshot as a number. What you get is a series of electrical pulses (hence Pulse Code Modulation, or PCM) that give a picture of the way the signal changes over time, which can be used to replay the sound (after some suitable manipulation and filtering, natch).**

The level of the signal at the moment of the sample is recorded as a number (this is called 'quantisation', jargon fans). Obviously, the more numbers you've got to choose from, the more precisely you can record the level, which is where the notion of more bits = higher quality comes in. If you use an 8-bit binary number to record the signal you've only got a choice of 256 possible divisions, and the results will sound a bit crap. Any sample whose level falls between two numbers will be rounded to the nearest one and you get 'quantisation error'. To minimise the unpleasantness you can increase the width of the bit field, and the N64, like CDs, uses a 16-bit system giving 65,536 divisions. It sounds sufficiently like Real Life as to be indistinguishable by mere human ears.

Obviously, if you can record sound digitally you can synthesize it as well, and the sound and music designers use a combination of the two to produce both the spot effects and the music for N64 games. The music world has been using MIDI (Musical Instrument Digital Interface) for years. It's a way of recording and communicating everything about a musical performance except the actual sound, which is reproduced by a synthesizer. This means you can write a piece of music and define everything about its performance – the length and pitch of every note, as well as some clever effects – and give it to someone else to perform on their synthesizer. There's much less data to be stored than with a sound recording, and it can be edited and performed any way you choose, using any instrument sound you synth is capable of making.

So, the kit inside the N64 processes digitally recorded sounds as well as synthesising wave forms to be played by MIDI-type data, and that's where they get all those great beeps, thumps, tunes and whistles.

At DMA they use the same sort of 'real' musical instruments you'd find in a recording studio. A computer running a program called Emagic Notator Logic is connected through a MIDI interface to a Peavey SP synth which has been programmed to emulate the N64. In this way the score can be composed and played by real musicians (and not the tone-deaf programmers responsible for many of the 'classic' game tunes of old). Sound effects are played from a 200-disc CD changer (try getting one of them into the boot of a BMW) containing FX CDs from the likes of Twentieth Century Fox and Hanna-Barbera.



△ *Here, Forge is being used to manipulate a number of different game noises (represented by the squiggly up and down lines). It looks a bit like a multi-hearted monster connected to an electro cardiogram.*

When they've got the sounds they want, everything is digitally transferred through a Turtle Beach Pinnacle sound card onto a Pentium PC running more sound manipulation software, this time Sound Forge. The sound track is modified, mixed, re-sampled, converted and generally mucked about with until they have exactly what they want. And then they put it in the game. Simple.

One of the N64's more exciting features is that it's actually capable of 'creating' music as it goes along. No-one has made use of this little trick yet, but it should be possible to get some interesting and unique soundtracks for games that are, for example, entirely dependent upon the way you're playing the game. Or the time of day. Or anything. Fascinating stuff.

# Making it all work

**So the graphics are all designed and the music sounds fantastic. What's they need now is to be turned into a game, with controls, explosions, scoring and a plot. It's time to call in the Programmers.**

**A little history for you. The first complete computer program was written by Ada Byron, Countess of Lovelace (and daughter of Lord Byron, the famous poet and wearer of shirts with big sleeves), in 1835. She wrote it on punch cards, and it would have run on Charles Babbage's Analytical Machine if only he'd been able to build it.**

Since then (1835 – we can't get over that) there have been many computers, and many means of programming them. Things took something of a backward step during the 1940s when the first electronic computers were built, and the idea of putting programs on punch cards was replaced briefly by the need to switch switches and re-plug plugboards, but it soon settled down and programmers returned to the lovely and entertaining task of writing down all the 1s and 0s that computers feed on. Machine code programming was born.

Assembly language (using difficult-to-remember mnemonics and abbreviations for machine code instructions which are then 'assembled' into machine code) isn't much better, and it wasn't until the late 1950s that the first of the high level languages came into use. Languages like FORTRAN, COBOL and ALGOL used (use, indeed) English words and phrases to build their instructions. When the program is complete it's 'compiled' into machine code, and the computer attempts to run it. They're easier to use because they can be more easily understood by real people and don't require an intimate knowledge of the workings of computers. Over the years a number of high level languages have been developed and each has found a use in some branch of computing. (Except Pascal, which was taught to engineering students as a cruel joke – ahahaha, how we laughed.)

Of them all, a surprising survivor is C. Surprising, not only because it has survived as the dominant programming language of the microcomputer since its invention in the early 1970s but also because its designer, Dennis Ritchie, chose to give it such an appallingly uncharismatic name. It's called C because its predecessor was called B. Splendidly imaginative. (Some genuine imagination was called into play when its own successor was named, though: that's called C++. It's not much more exciting, but it was at least unexpected.)

The Internet's on-line dictionary of hackers' jargon (there's a mirror at http://beast.cc.emory.edu/Jargon30/JARGON.HTML, but there are others) has this to say: "C is often described, with a mixture of fondness and disdain varying according to the speaker, as 'a language that combines all the elegance and power of assembly language with all the readability and maintainability of assembly language'." Another reason to wonder why it has survived as long as it has.

Still, survive it has, and the programmers at DMA use it exclusively. They say, "We use C for all our programming basically because of speed. C compilers these days can optimise code amazingly well, making the code almost as fast as if it were written in pure assembler. We could, of course, write our game in assembler, but then it wouldn't be released until 2010." C might be hell, but when it's compiled into machine code it's neat and clean without too many redundant or inefficient lumps of code to slow things down.

Code can be compiled and tested on the N64 emulators in the same way as the graphics, and if it works there are parties and rejoicing all over the land. Probably.

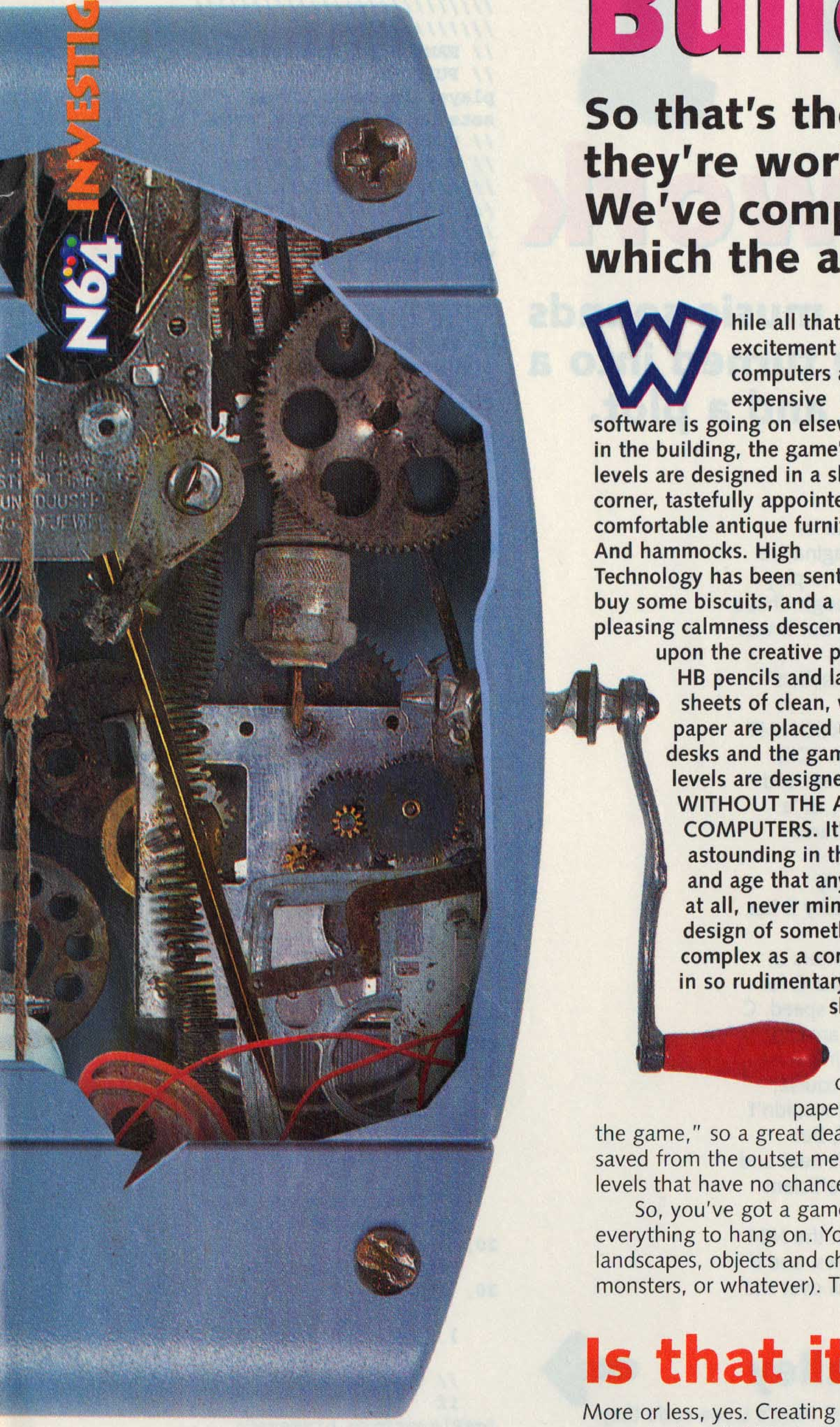
## A bit of Silicon Valley

**And what does C code actually look like? Here's some code they prepared earlier (again from *Silicon Valley*, of course – sorry it's a bit scrunched up) to give you a brief flavour:**

It's important, should there ever be a need to debug or upgrade the code (or even rip it off for another game), that people shouldn't have to read through the whole thing working out what every line does so, as you can see, at least half of the work is in writing the comments (the lines starting with //) to describe what each command does. But as they say, "If you can't understand it then we're not doing our job properly."

```
//////////////////////////////
//////////////////////////////
///////////////
// NAME : pl_UpdateDeath()
// PURPOSE : Checks if
player is dead. If so
sets up appropriate vars.
// RETURNS : Nothing.
// PARAMETERS : Nothing.
//////////////////////////////
//////////////////////////////
///////////////
void pl_UpdateDeath( void
)
{
    if (gsPlayerInfo.Dead
== PL_DEATH_COUNTER &&
(!gPlayerIsDead))
    {

wp_StartWipe(WP_TYPE_FADE_
OFF);
    }

    // Has Player been
dead for wait amount ?
    if (gsPlayerInfo.Dead
== PL_DEATH_FADE_COUNTER
&& (!gPlayerIsDead))
    {
    // Ahh, loose a life.
    gsPlayerInfo.Lives–;
    }

    // Update Lives info.
    if
((gsPlayerInfo.Dead>
PL_DEATH_FADE_COUNTER) &&
(wa_WipeFinished()))
    {

    // Tell game to reset
energy.
    gPlayerIsDead=TRUE;

    // Set last level to
stupid val so we load a
new level.
    gLastLevel=99;

    // Player is no longer
dead.
    gsPlayerInfo.Dead=0;

    // Fade our music out
    SetSeqpFading(2, 6,
20, 0);
    SetSeqpFading(3, 6,
20, 0);

    }

    // Game Over ?
    if
(gsPlayerInfo.Lives==0)
    {

gGameAction=GA_GAME_OVER;
    gNextWave = TITLEWAVE;

gStartLevel=gsPlayerInfo.L
evel;
    }
}
```

GO! GO!



# Building Worlds

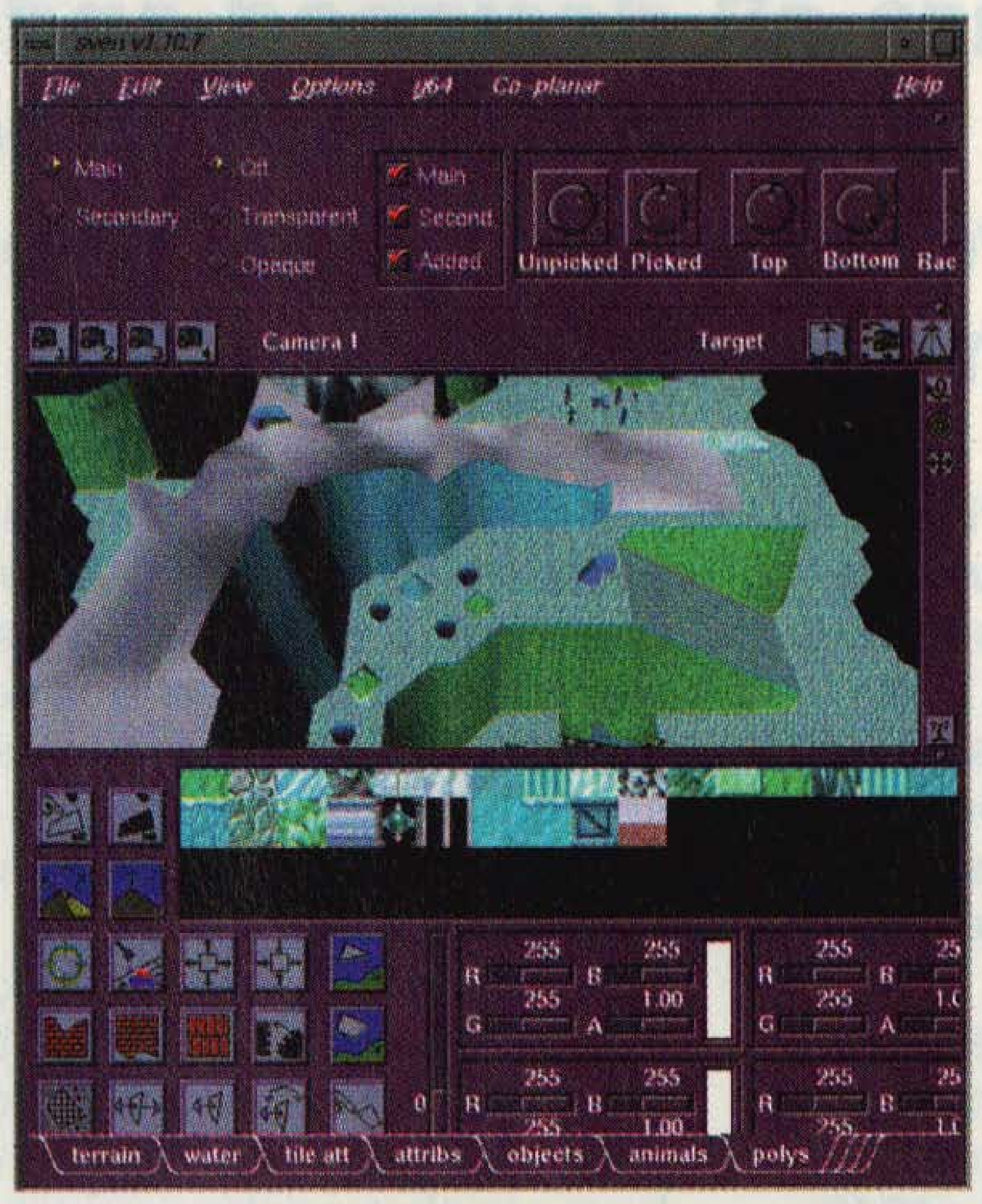
**So that's the graphics done, and the sound, and they're working together as a game. But wait! We've completely forgotten to design a world in which the action can take place. Quick...**

**While all that excitement with computers and expensive software is going on elsewhere in the building, the game's levels are designed in a sleepy corner, tastefully appointed with comfortable antique furniture. And hammocks. High Technology has been sent out to buy some biscuits, and a pleasing calmness descends upon the creative process. HB pencils and large sheets of clean, white paper are placed upon desks and the game levels are designed WITHOUT THE AID OF COMPUTERS. It's astounding in this day and age that anything at all, never mind the design of something as complex as a computer game, could be achieved in so rudimentary a method as drawing it on a sheet of paper (with a pencil, for goodness' sake).**

Still, as they say, "If a level can't be played through on paper then it won't play through in the game," so a great deal of time and effort can be saved from the outset merely by not trying to create levels that have no chance whatsoever of working.

So, you've got a game concept – a main idea for everything to hang on. You've got designers working on landscapes, objects and characters (or animals, or monsters, or whatever). The musicians are composing a sound track and designing sound effects. There's a programming team working to tie the graphics and the sound together inside the game concept, making sure baddies behave in the right way, that the right things happen when the player is shot/bitten/belayed about the head and neck with heavy blows from a wooden club. But even then, even when everything seems to have been done, the individual levels still have to be designed. And they do it on paper.

Well, they do it on paper at first, but when they're sure the paper model works High Technology is summoned back from its shopping trip and they call upon the mighty power of SVEN. SVEN is a two-metre tall Norwegian timber laminator with biceps the size of Oslo airport, who... No, wait, that's not right. SVEN is a game editing program that runs on Silicon Graphics computers. Yes, that's more like it.



△ *A program built especially to manipulate computer games, SVEN doesn't come cheap. It requires a super-charged monster of a computer to run as well.*

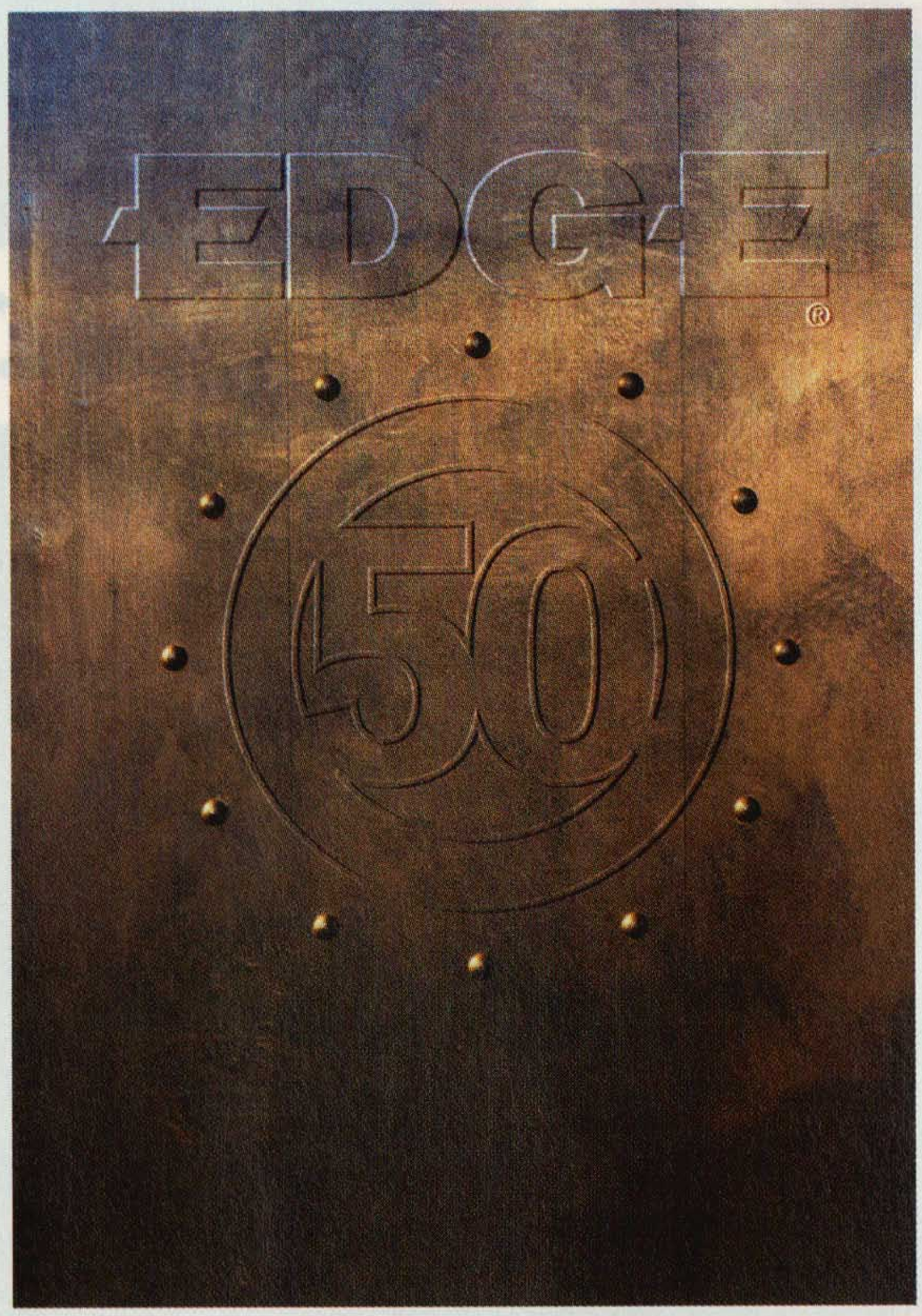
Assuming that everything else is working more or less okay, SVEN can be used to build landscapes, place objects and set up baddies for entire levels. Once all that's done it can generate the level and put it onto the game for immediate testing in one of those ever-useful N64 emulators. Any changes needed? No need to strip out the code and re-program the level, just change the parameters in SVEN and have another go. It is, the boys at DMA say, a monster package, and it allows them to change almost every setting in the game from the comfort and familiarity of a nice graphical interface without having to get their hands dirty over and over again with all that tedious computer code nonsense.

## Is that it, then?

More or less, yes. Creating N64 games is a skilled and complex business, and one which involves a distressingly large amount of capital kit. In the early days of computer games, any kid with a £99 Spectrum could write a best-selling game. And many did. As time wore on, home machines became more expensive, but it was still within the average punter's financial power to buy a computer and a programming language and have a go for themselves. Things became more difficult as the 16-bit consoles took hold, but still all you really need to create SNES or Mega Drive games is a decent PC and an emulator.

And now? To even begin to work on an N64 game you need: at least one Silicon Graphics computer; N64 emulation software; 3D modelling software and at least one image manipulation package; sound manipulation software, MIDI authoring software, synthesizers and a huge library of effects CDs; level designing software; a copy of C (with a manual); and as many talented designers, musicians and programmers as you can find. And all that before you can even begin to think about the actual game.

The video games industry isn't just a hobby for nerds any more, it's an expensive business. People bemoan the dwindling numbers of independent games developers producing exciting and innovative games in their spare time, but it's the price we pay for technical wonderfulness. Luckily, the more successful of the established independents, companies (DMA Design and Rare, for example) have got the capital to invest in the tools and people they need to get into N64 development. From people like this, we can expect to see games designed by people who care about games, rather than games designed by people who want to ride the gravy train and imagine that pretty pictures will be enough. Let's hope it works out that way, eh?



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# Coming next month in...

# N64 MAGAZINE ISSUE 8

## LYLAT WARS

### The new name for Starfox 64

Look, it's not our fault, all right? And it's still the same game underneath – the same Controller-moistening blend of shoot-'em-up and science fiction cinema, with all our pals from the SNES classic and Andross at his most evil. Next month we'll be ripping *Lylat Wars* to bits and sliding it under the microscope, revealing all the reasons you should add it to your Christmas list as well as everything you'll need to know to become an expert at it.

## TOP GEAR RALLY VS MULTI RACING CHAMPIONSHIP

A finished copy of Kemco's racer arrived just as we were going to press and it looks jolly good – super-smooth, with the car best-handling we've seen in any game. We're greatly looking forward to putting it head-to-head against Ocean's worthy offering.

LAP 1/3
1 RANK /2
25mph
33
Lap Time
Total
Record

## IMPORT ARENA

**BOMBERMAN 64**
This is the most eagerly awaited N64 game in Japan at the moment, but we'll elbow our way through the queues and grab a copy.

**LAMBORGHINI 64**
A bit of a traffic jam next issue, then, with Titus's contender also looking strong.

**J-LEAGUE DYNAMITE SOCCER**
Imagineer's rival to *Perfect Striker* has just arrived too, and... well, expect a full review next momth.

**A NEW BIT!**
That's right! From next month we'll be setting aside four pages of each issue of **N64** Magazine for you, our readers, to fight over. Write a fascinating feature on your favourite N64 game and send it to us and, if it gets printed, we'll send you a desirable reward. Our first winners are readers Daniel Glenfield and Nathan Oliver, whose brilliant guide to *Mario Kart 64's* Battle Mode you'll be able to read in the next issue.

**MOREOVER!**
We'll have more news and pictures from ECTS and the Tokyo Game Show, along with hundreds of tips, wheel-barrow-loads of features and so much other brilliant stuff that you simply wouldn't believe us if we told you about it now. So we won't.

## HOW TO...

**...DO ALL THE EXCRUCIATINGLY HARD BITS IN *BLAST CORPS***

Jes won't be wasting your time explaining the obvious levels, he'll tell you everything you need to know to get to the moon and beyond.

**Issue 8 on sale Monday, 13th October. Please.**

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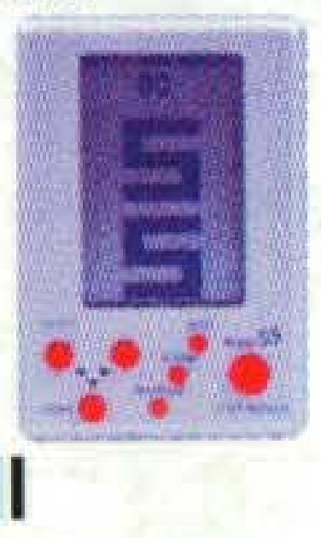

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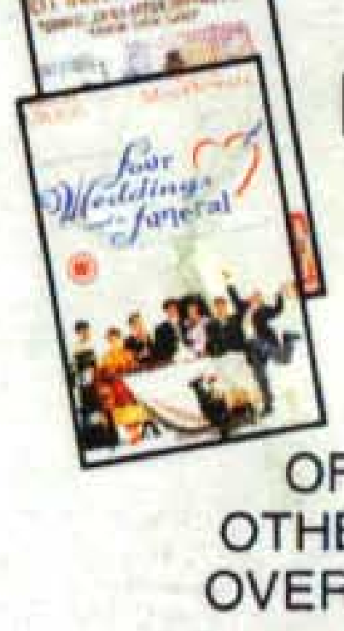

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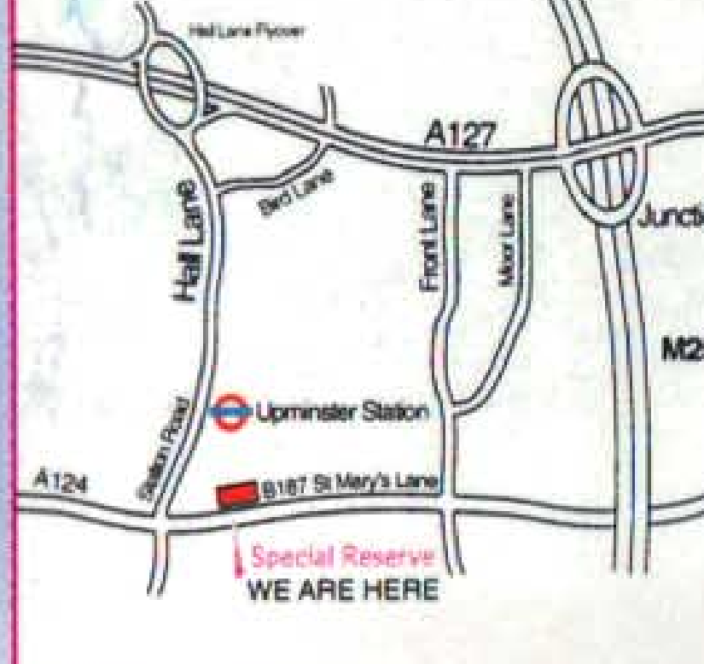

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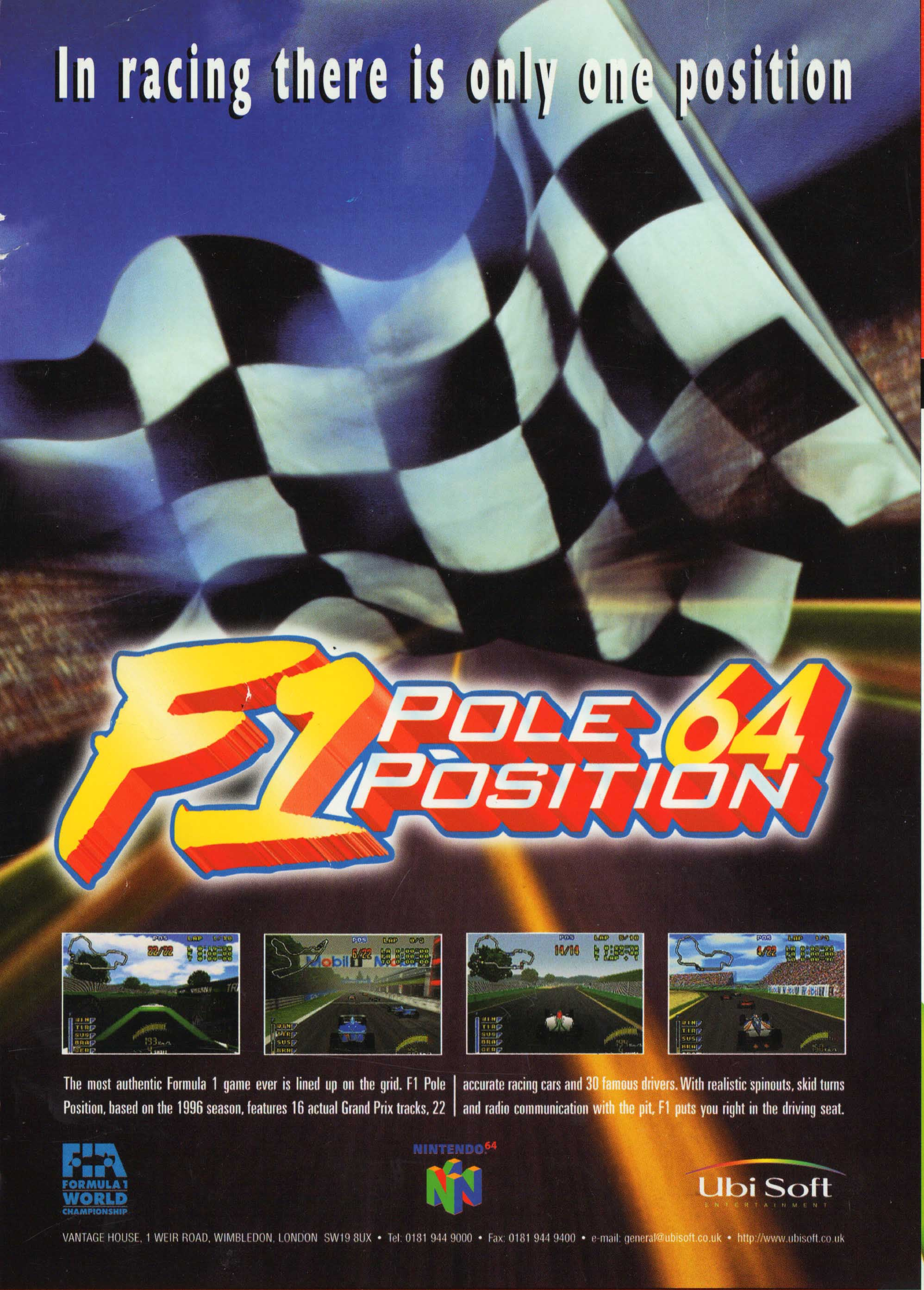
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7 OCTOBER 1997

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